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Homework: 2

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Course: CPSC 5010

Problem 2.1:

Source code and Results:

```
#include<iostream>
                                      This program prompts the user to input the length of three edges of a triangle and returns the perimeter of the triangle
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                                                               //part 1: prompt the user to input the length of the three edges of a triangle % \left( 1\right) =\left( 1\right) \left( 1\right) \left(
                                                             double a, b, c;
cout<< "Enter the length of the first side: ";
cin>> a;
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                                                               cout<< "Enter the value of the second side: ";</pre>
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                                                               cout<< "Enter the value of the third side: ";</pre>
                                                               //part 1.1: validate the input length the edges
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                                                               if(a > 0 && b > 0 && c > 0){
                                                                                  cout<< "The length of the edges are valid" << endl;</pre>
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                                                                                         cout<< "Edge length can't be zero or negative" << endl;
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                                                               //part 2: calcaulate the peremeter and show the output
                                                               if(a+b > c && b+c > a && a+c > b){
   double peremeter;
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                                                                                       peremeter = a+b+c:
                                                                                         cout<<"The peremeter of the triangle is: " << peremeter << endl;</pre>
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                                                                                         cout<< "The input is not valid: The sum of the lenth of any two pairs of the side must be greater than the other side" << endl;</pre>
                                                               return 0;
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL JUPYTER

Enter the value of the second side: 6
Enter the value of the third side: 8
The length of the edges are valid
The peremeter of the triangle is: 19

```
#include<iostream>
          #include<cmath>
          using namespace std;
/*
          This program prompts the user to input the center co-ordinates and the radius of two circles and decides
          whether the second circle is inside the first circle or overlaps with the first one
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               //part 1: prompt the user to enter the center co-ordinates and the radious of two circles
               double x1, y1, x2, y2, radius_1, radius_2;
cout<< "Enter the x co-ordinate(x1) of the first circle: ";</pre>
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               cin>> x1;
cout<< "Enter the y co-ordinate(y1) of the first circle: ";</pre>
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                cin>> y1;
                cout<< "Enter the x co-ordinate(x2) of the second circle: ";</pre>
               cin>> x2;
cout<< "Enter the y co-ordinate(y2) of the second circle: ";
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                cin>> y2;
                cout<< "Enter the radius of the first circle: ";</pre>
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               cin>> radius_1;
cout<< "Enter the radius of the second circle: ";</pre>
                cin>> radius_2;
               //part 1.1 : check whether the radius is correct input or not if(radius_1 > 0 && radius_2 > 0) [\![\] cout << "Radius is valid." << endl;
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                     cout<< "Radius is a lenth which can't be zero or negative, If the radius is zero then its a point not a circle" << endl;</pre>
                //part 2: decide whether the second circle is inside the first one or not or overlaps each other
               double center_distance;
//part 2.1 : center distance is found by using the formula to find the distance between two points
               center_distance = sqrt(pow((x2-x1), 2) + pow((y2-y1), 2));
//part 2.2 : if the center distance is less than or equal than the absolute distances between the radious then circle_2 is inside circle_1
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               if(center_distance <= abs(radius_1 - radius_2)){
   cout<< "Circle2 is inside Circle1" << endl;</pre>
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PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL
Enter the x co-ordinate(x1) of the first circle: 3
Enter the y co-ordinate(y1) of the first circle: 4
Enter the x co-ordinate(x2) of the second circle: 5
Enter the y co-ordinate(y2) of the second circle: 7
Enter the radius of the first circle: 5
Enter the radius of the second circle: 7
Radius is valid.
Circle? overlans circle?
Circle2 overlaps circle1
```

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           cin>> x2;
           cout<< "Enter the y co-ordinate(y2) of the second circle: ";
cin>> y2;
           cout<< "Enter the radius of the first circle: ";</pre>
           cin>> radius_1;
cout<< "Enter the radius of the second circle: ";</pre>
           cin>> radius 2:
           //part 1.1 : check whether the radius is correct input or not
           if(radius_1 > 0 && radius_2 > 0){{
    cout << "Radius is valid." << endl;</pre>
               cout<<pre>cout<</pre> "Radius is a lenth which can't be zero or negative, If the radius is zero then its a point not a circle" << endl;
           //part 2: decide whether the second circle is inside the first one or not or overlaps each other
           double center_distance;
          41
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           //part 2.2 : if the center distance is less than or equal than the sum of the absolute distances between circle 2 is inside circle 1 the the
           else if(center_distance <= abs(radius_1 + radius_2)){
   cout<< "Circle2 overlaps circle1" << endl;</pre>
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           //part 2.2 : otherwise circle two doesn't overlap
               cout<< "Circle2 does not overlap Circle1" << endl;</pre>
           return 0;
```

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL JUPYTER

Enter the x co-ordinate(x1) of the first circle: 3
Enter the y co-ordinate(x2) of the second circle: 4
Enter the x co-ordinate(x2) of the second circle: 5
Enter the y co-ordinate(y2) of the second circle: 7
Enter the radius of the first circle: 5
Enter the radius of the second circle: 7
Radius is valid.
Circle2 overlaps circle1
```

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```
init first_day_of_vear;

close first_day_of_vear;

committer_of_day_in_sonth = first_day of each month of that year

interpolation in month = close first_day_of_vear = close
```

```
break;

case 4: coutce "April 1, " < year < " is ";

muber_of_eday_in_month = 38;

dayString = first_day_of_year_string(first_day_of_year);

coutce dayString < end;

muber_of_eday_in_month = 31;

dayString = first_day_of_year_string(first_day_of_year);

coutce dayString < end;

muber_of_eday_in_month = 31;

dayString = first_day_of_year_string(first_day_of_year);

coutce dayString = first_day_of_year_string(first_day_of_year);

case 7: coutce "July 1, " < year < " is ";

muber_of_eday_in_month = 31;

dayString = first_day_of_year_string(first_day_of_year);

case 8: coutce "August 1, " < year < " in first_day_of_year];

case 8: coutce "first_day_of_year_string(first_day_of_year);

case 8: coutce "first_day_of_year_string(first_day_of_year);

coutce dayString = first_day_of_year_string(first_day_of_year);

coutce dayString = first_day_of_year_string(first_day_of_yea
```

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