

AIM: Write a C++ program to find the roots of a quadratic equation.

PROGRAM:

```
#include<iostream>

#include<cmath>

using namespace std;

int main()

{

double a,b,c,d,r1,r2; // Variable declarations

cout<<"enter a,b,c";

cin>>a>>b>>c; // Input coefficients

d=(b*b)-(4*a*c); // Calculate discriminant

// Check nature of roots based on discriminant

if(d==0)

{

    // Case 1: Discriminant = 0 → roots are real and equal

    cout<<"roots are real and equal"<<endl;

    r1=-b/(2*a);

    r2=-b/(2*a);

    cout<<"r1="<<r1<<endl<<"r2="<<r2;

}

else if(d>0)

{

    // Case 2: Discriminant > 0 → roots are real and distinct

    cout<<"roots are real and distinct"<<endl;

    r1=(-b+sqrt(d))/(2*a);

    r2=(-b-sqrt(d))/(2*a);

    cout<<"r1="<<r1<<endl<<"r2="<<r2;

}

else

{

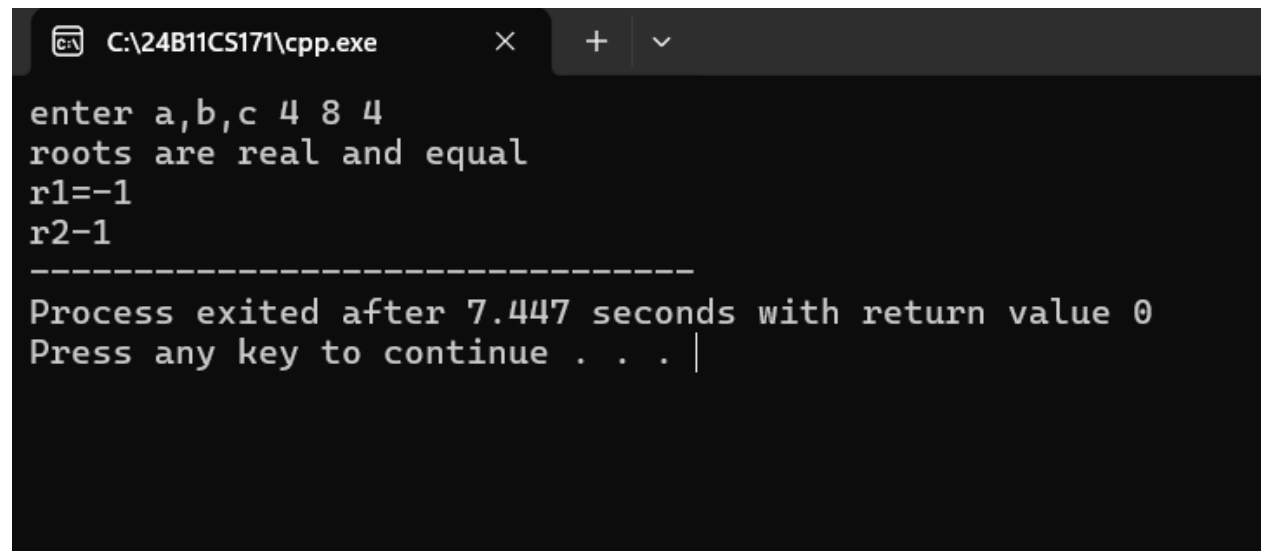
    // Case 3: Discriminant < 0 → roots are imaginary (no real solution)

    cout<<"roots are imaginary";

}
```

```
}  
return 0;  
}
```

OUTPUT:



```
C:\24B11CS171\cpp.exe  
enter a,b,c 4 8 4  
roots are real and equal  
r1=-1  
r2-1  
-----  
Process exited after 7.447 seconds with return value 0  
Press any key to continue . . . |
```

AIM: Write a C++ program to find factorial of a given number using recursion.

PROGRAM:

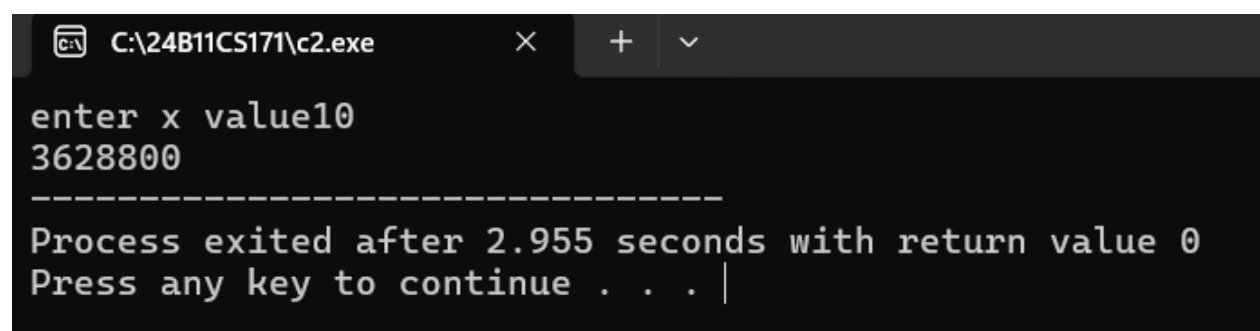
```
#include<iostream>

using namespace std;

int factorial(int n) // Function to calculate factorial using recursion
{
    // Base case: factorial of 1 is 1
    if(n==1)
        return 1;
    else
        return(n*factorial(n-1)); // Recursive case:  $n! = n * (n-1)!$ 
}

int main()
{
    int x; // Variable to store user input number
    cout<<"enter x value";
    cin>>x;
    cout<<factorial(x);//printing value by calling fuction
    return 0;
}
```

OUTPUT:



```
C:\24B11CS171\c2.exe
enter x value10
3628800
-----
Process exited after 2.955 seconds with return value 0
Press any key to continue . . . |
```

AIM: Write a C++ program to implement scope resolution and namespaces.

PROGRAM:

```
#include<iostream>

using namespace std;

int a=10;//global variable

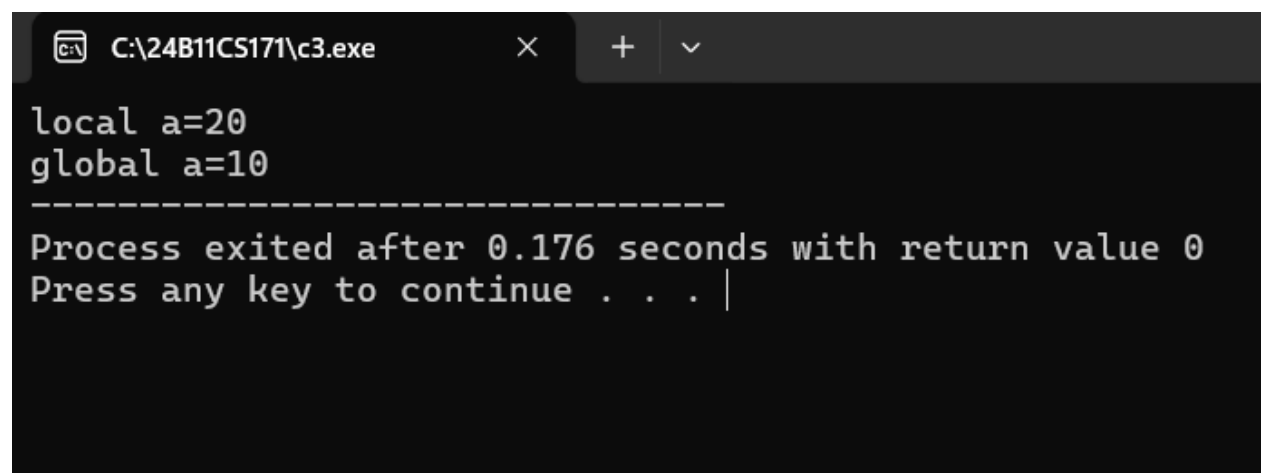
int main()
{
    int a=20;//local variable

    cout<<"local a="<<a<<endl;//printing local variable

    cout<<"global a="<<::a;//printing global variable

    return 0;
}
```

OUTPUT:



```
C:\24B11CS171\c3.exe
local a=20
global a=10
-----
Process exited after 0.176 seconds with return value 0
Press any key to continue . . . |
```

AIM: Write a C++ program to implement scope resolution and namespaces.

PROGRAM:

```
#include<iostream>

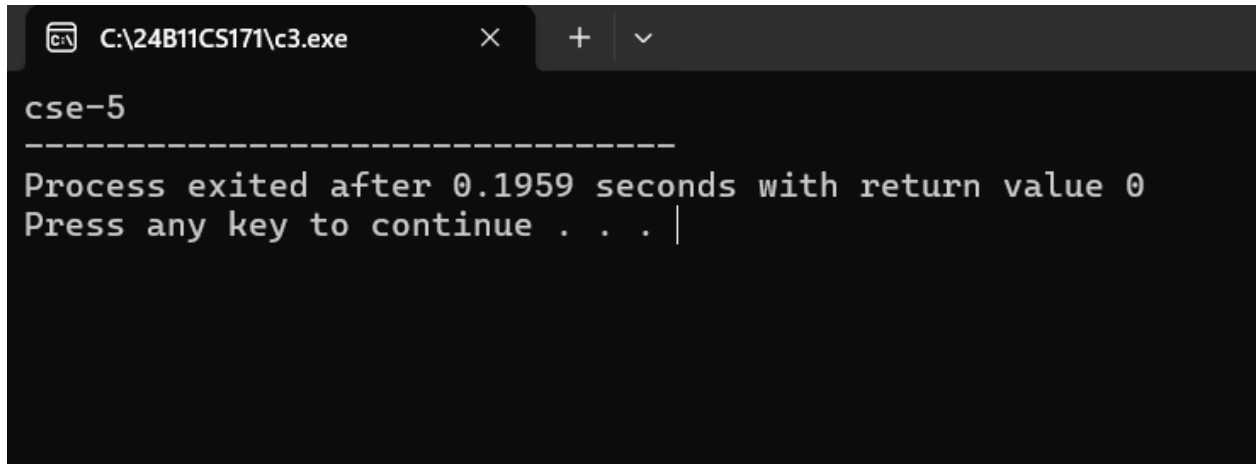
using namespace std;

// first name space
namespace one
{
    void display()
    {
        int a=5;
        cout<<a;
    }
}

// second name space
namespace two
{
    void display()
    {
        string m="cse-";
        cout<<m;
    }
}

int main()
{
    two::display();// accessing variable from second name space.
    one::display();// accessing variable from first name space.
    return 0;
}
```

OUTPUT:



```
cse-5
-----
Process exited after 0.1959 seconds with return value 0
Press any key to continue . . . |
```

The image shows a Windows command prompt window with a dark background. The title bar at the top indicates the file path 'C:\24B11CS171\c3.exe'. The command prompt displays the text 'cse-5' followed by a horizontal line of dashes. Below this, it shows the message 'Process exited after 0.1959 seconds with return value 0' and 'Press any key to continue . . . |', where the vertical bar indicates the cursor position.

AIM: Write a C++ program to illustrate the use of default arguments and access specifiers

PROGRAM:

```
#include<iostream>

using namespace std;

// Function to calculate Simple Interest
// Default arguments: p=1000, t=5, r=3
// Formula:  $(p * t * r) / 100$ 
void SI(int p=1000,int t=5,float r=3)
{
    cout<<"interest is="<<(p*t*r)/100<<endl;
}

int main()
{
    SI(3000,4);//function call with only 2 arguments
    SI();//function call with no arguments
    return 0;
}
```

OUTPUT:

```
C:\24B11CS171\c3.exe  X  +  v
interest is=360
interest is=150

-----
Process exited after 0.1446 seconds with return value 0
Press any key to continue . . . |
```


AIM: Write a C++ program to illustrate the use of default arguments and access specifiers.

PROGRAM:

```
#include <iostream>

using namespace std;

// Define a class named Sample
class Sample {
private:
    int rollNo; // Private data member
public:
    string name; // Public data member

    // Parameterized constructor
    // Used to initialize 'name' and 'rollNo' when object is created
    Sample(string n, int r) {
        name = n; // Assign parameter n to member 'name'
        rollNo = r; // Assign parameter r to member 'rollNo'
    }

    // Member function to display roll number
    void show() {
        cout << "Roll No (Private using member function): " << rollNo << endl;
    }
};

int main() {
    // Create object 's' of class Sample and initialize it using constructor
    Sample s("k.yaswanth", 171);

    // Accessing public data member directly
    cout << "Student Name (public): " << s.name << endl;

    s.show();

    return 0;
}
```

}

OUTPUT:

```
C:\24B11CS171\c3.exe  X  +  v
Student Name (public): k.yaswanth
Roll No (Private using member function): 171

-----
Process exited after 0.1768 seconds with return value 0
Press any key to continue . . . |
```