Program #1

// WAP to print a statement.

#include<iostream.h>

#include<conio.h>

int main()

{

cout<<”C++ is better than C \n”;

return 0;

}

Program #2

// WAP to get average of two numbers.

#include<iostream.h>

#include<conio.h>

int main()

{

float num1,num2,sum,avg;

cout<<”Enter two numbers:”;

cin>>num1;

cin>>num2;

sum=num1+num2;

avg=sum/2;

cout<<”Sum:”<<sum<<”\n”;

cout<<”Average:”<<avg<<”\n”;

return 0;

}

Program #3

// WAP that demonstrate class and object.

#include<iostream.h>

#include<conio.h>

class person

{

char name[30];

int age;

public:

void getdata(void);

void display(void);

};

void person :: getdata(void)

{

cout<<”Enter name:”;

cin>>name;

cout<<”Enter age:”;

cin>>age;

}

void person :: display(void)

{

cout<<”Name is :”<<name;

cout<<”\nAge is :”<<age;

}

int main()

{

person p;

p.getdata();

p.display();

return 0;

}

Program #4

// WAP that demonstrate scope resolution operator.

#include<iostream.h>

#include<conio.h>

int m=10;

int main()

{

int m=20;

{

int k=m;

int m=30;

cout<<”we are in inner block\n”;

cout<<”k=”<<k<<”\n”;

cout<<”m=”<<m<<”\n”;

cout<<”::m=”<<::m<<”\n”;

}

cout<<”we are in outer block\n”;

cout<<”m=”<<m<<”\n”;

cout<<”::m=”<<::m<<”\n”;

return 0;

}

Program #5

// WAP that demonstrate inline function .

#include<iostream.h>

#include<conio.h>

inline float mul(float x,float y)

{

return (x\*y)

}

int main()

{

float a=1.2;

float b=2.3;

cout<< mul(a,b)<<”\n”;

return 0;

}