|  |  |
| --- | --- |
| **Ex. No.: 1** | **Date: 04**/04/2022 |
| **implement various control structures** | |
| **Aim:**  **Write a Simple C++ programs to implement various control structures. a) Switch Statement b) if statement c)For loop d) While loop** | |
| **Program:**  #include <bits/stdc++.h>  using namespace std;  int main() {      //while      while(1){          cout<<"1.one"<<endl;          cout<<"2.two"<<endl;          cout<<"3.three"<<endl;          int n;          cin>>n;          //switch          switch (n)          {          case 1:          cout<<"one\n";              break;          case 2:          cout<<"two\n";              break;          case 4:          cout<<"three\n";              break;          default:              break;          }          //for          for(int i=0;i<1;i++){              if(n==1){                  cout<<"hello one "<<endl;              }              else if(n==2){                  cout<<"hello two"<<endl;              }              else if(n==3){                  cout<<"hello three"<<endl;              }              else{                  cout<<"hello world"<<endl;              }          }          char ch;          cout<<"do you want to continue(y/n):";          cin>>ch;          //if          if(ch=='n' || ch=='N'){              break;          }      }      return 0;  } | |
| **Output:**  1.one  2.two  3.three  1  one  hello one  do you want to continue(y/n):n | |
| **Result:** The above experiment successfully completed. | |

|  |  |
| --- | --- |
| **Ex. No.: 2** | **Date: 04**/04/2022 |
| **access modifiers** | |
| **Aim:**  Write a program explaining various access modifiers | |
| **Program**  #include <bits/stdc++.h>  using namespace std;  class Animal{      private:          int age;      protected:          int id;      public:          string name;          int getAge(){              return age;          }          void Setage(int a){              age=a;          }          int getId(){              return id;          }          void setId(int i){              id=i;;          }};  int main() {      Animal a1;      a1.name="neeraj";      a1.setId(1234);      a1.setId(4);      cout<<"name is :"<<a1.name<<endl;      cout<<"age is : "<<a1.getAge()<<endl;      cout<<"id is : "<<a1.getId()<<endl;      return 0;} | |
| **Output:**  name is :neeraj  age is : 0  id is : 4 | |
| **Result:** The above experiment successfully completed. | |

|  |  |
| --- | --- |
| **Ex. No.: 3** | **Date: 04**/04/2022 |
| **function overloading** | |
| **Aim:**  Write a program to explain the concept of function overloading | |
| **Program**  #include<bits/stdc++.h>  using namespace std;  class Circle{      public:      void area(int radius){          int areaa=3.14\*radius\*radius;          cout<<"the area of circle is: "<<areaa<<endl;      }  };  class Triangle{      public:      void area(int base,int height){        int areaa=0.5\*base\*height;        cout<<"area of trianle is :"<<areaa<<endl;      }    };  class Square{      public:      void area(int side){          int areaa=side\*side;          cout<<"area of square is :"<<areaa<<endl;      }  };  int main(){      Circle c;      Triangle t;      Square s;      c.area(4);      t.area(4,6);      s.area(7);      return 0;  } | |
| **Output:**  the area of circle is: 50  area of trianle is :12  area of square is :49 | |
| **Result:** The above experiment successfully completed. | |