

Don Bosco Institute of Technology, Kurla(W)
Department of Electronics and Tele-Communication Engineering
ECL304 - Skill Lab: C++ and Java Programming
Sem III
2021-22

Lab Number:	1
Student Name:	NITISH CHAVAN
Roll No :	18

Title:

To Add Two Numbers, Print Number Entered by User, Swap Two Numbers, Check Whether Number is Even or Odd

1.1 Implement using C++

Learning Objective:

- Students will be able to write C++ program for simple arithmetic operations and take input from user.

Learning Outcome:

- Ability to execute a simple C++ program with and without any inputs to the program.
- Understanding the constructs in C++ .

Course Outcome:

ECL304.1	Understand object-oriented programming concepts and implement using C++.
-----------------	--

Theory:

Difference between procedural and object oriented language

: A procedural programming language consists of a set of procedure calls and a set of code for each procedure. On the other hand, object oriented languages are based on entities known as objects. Procedural language: Simple, easy implementation of compilers and interpreters Object oriented language: Improved software development productivity due to modularity, extensibility and reusability.

Faculty: Ms. Deepali Kayande

Don Bosco Institute of Technology, Kurla(W)
Department of Electronics and Tele-Communication Engineering
ECL304 - Skill Lab: C++ and Java Programming
Sem III
2021-22

Application of object orientation: Main application areas of OOP are: User interface design such as windows, menu. Real Time Systems. Simulation and Modelling. Object oriented databases. AI and Expert System. Neural Networks and parallel programming. Decision support and office automation systems

Brief introduction to C++: C++ is a cross-platform language that can be used to create highperformance applications. It was developed by Bjarne Stroustrup, as an extension to the C language. It gives programmers a high level of control over system resources and memory. It is an object-oriented programming language which gives a clear structure to programs and allows code to be reused, lowering development costs. Also, it is portable and can be used to develop applications that can be adapted to multiple platforms.

Algorithm :	STEP 1: start STEP 2: define two n1 and n2 STEP 3: input number1,n1 input number2, n2 STEP 4: addition of two numbers n1 and n2 STEP 5: swapping of two numbers n1 and n2 STEP 6: odd or even STEP7: stop
Program:	https://github.com/nitish619/skill-labs-with-oopm/blob/main/18_lab1.cpp
Input given:	first number:11 second number:20

Output screenshot:

Don Bosco Institute of Technology, Kurla(W)
Department of Electronics and Tele-Communication Engineering
ECL304 - Skill Lab: C++ and Java Programming
Sem III
2021-22

```
enter first number
11
enter second number
20
First Number=11
Second Number=20
Addition of 11 and 20 is 31
Swapping
Swapped numbers n1= 20 and n2= 11
even or odd
20 is even
```