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EXP18

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**1)Code:**

#include<iostream.h>

#include<conio.h>

void swap(int,int);

void swap(char,char);

void swap(float,float);

void main()

{

int a,b;

float c,d;

char c1,c2;

clrscr();

cout<<"Enter two integer numbers to

swap:\t";

cin>>a>>b;

cout<<"Enter two float numbers to

swap:\t";

cin>>c>>d;

cout<<"Enter two characters two swap:\t";

cin>>c1>>c2;

swap(a,b);

swap(c,d);

swap(c1,c2);

getch();

}

void swap(int a, int b)

{

int t;

cout<<"\nBefore swapping int numbers

are:\n ";

cout<<a<<"\t"<<b<<"\n";

t=a;

a=b;

b=t;

cout<<"After swapping int numbers are:\n

";

cout<<a<<"\t"<<b<<"\n";

}

void swap(float c,float d)

{

float t;

cout<<"\nBefore swapping float numbers

are:\n ";

cout<<c<<"\t"<<d<<"\n";

t=c;

c=d;

d=t;

cout<<"After swapping int numbers are:\n

";

cout<<c<<"\t"<<d<<"\n";

}

void swap(char c1,char c2)

{

char t;

cout<<"\nBefore swapping characters

are:\n ";

cout<<c1<<"\t"<<c2<<"\n";

t=c1;

c1=c2;

c2=t;

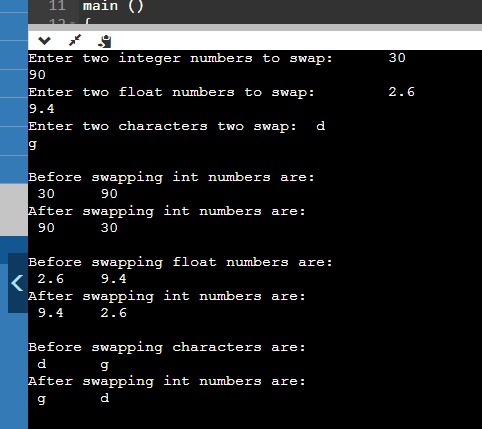
cout<<"After swapping int numbers are:\n

";

cout<<c1<<"\t"<<c2<<"\n";

}

**Output:**



**2)Code:**

#include<iostream.h>

#include<math.h>

#include<conio.h>

float distance(float,float,float,float);

float

distance(float,float,float,float,float,float);

void main()

{

clrscr();

float x1; float x2;

float y1; float y2;

float distance\_1;

cout<<"\n \*\*\* 2D Distance

\*\*\*\*"<<endl;

cout<<"\n Enter the value of the first

point P1 :"<<endl;

cout<<"\t\t x\_1 = "; cin>>x1;

cout<<"\t\t y\_1 = "; cin>>y1;

cout<<"\n Enter the value of the

second point P2 :"<<endl;

cout<<"\t\t x\_2 = "; cin>>x2;

cout<<"\t\t y\_2 = ";cin>>y2;

float x\_1; float x\_2;

float y\_1; float y\_2;

float z\_1; float z\_2;

float distance\_2;

cout<<"\n\n \*\*\* 3D Distance

\*\*\*\*"<<endl;

cout<<"\n Enter the value of the first

point P1 :"<<endl;

cout<<"\t\t x\_1 = "; cin>>x\_1;

cout<<"\t\t y\_1 = "; cin>>y\_1;

cout<<"\t\t z\_1 = "; cin>>z\_1;

cout<<"\n Enter the value of the

second point P2 :"<<endl;

cout<<"\t\t x\_2 = "; cin>>x\_2;

cout<<"\t\t y\_2 = "; cin>>y\_2;

cout<<"\t\t z\_2 = "; cin>>z\_2;

getch();

clrscr();

cout<<"\n \*\*\* 2D Distance

\*\*\*\*"<<endl;

cout<<"\n The values of the points P1

& P2 are :"<<endl;

cout<<"\t\tP1 (x1,y1) = P1

("<<x1<<","<<y1<<")"<<endl;

cout<<"\t\t P2 (x2,y2) = P2

("<<x2<<","<<y2<<")"<<endl;

cout<<"\n Distance b/w P1 & P2

is :"<<endl;

distance\_1=distance(x1,y1,x2,y2);

cout<<"\t\t ³P1P2³ =

"<<distance\_1<<endl;

cout<<"\n\n \*\*\* 3D Distance

\*\*\*\*"<<endl;

cout<<"\n The values of the points P1

& P2 are :"<<endl;

cout<<"\t\t P1 (x1,y1,z1) = P1

("<<x\_1<<","<<y\_1<<","<<z\_1<<")"<<endl;

cout<<"\t\t P2 (x2,y2,z2) = P2

("<<x\_2<<","<<y\_2<<","<<z\_2<<")"<<endl;

cout<<"\n Distance between P1 & P2

is :"<<endl;

distance\_2=distance(x\_1,y\_1,z\_1,x\_2,y\_2,z\_2);

cout<<"\t\t ³P1P2³ =

"<<distance\_2<<endl;

getch();

}

float distance(float x\_1,float y\_1,float

x\_2,float y\_2)

{

float distance=0;

distance=sqrt(pow((x\_2-

x\_1),2)+pow((y\_2-y\_1),2));

return distance;

}

float distance(float x\_1,float y\_1,float

z\_1,float x\_2,float y\_2,float z\_2)

{

float distance=0;

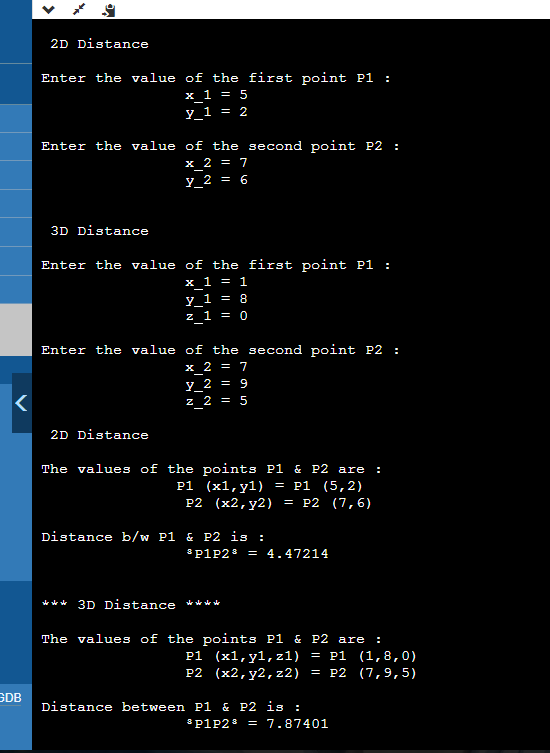
distance=sqrt(pow((x\_2-

x\_1),2)+pow((y\_2-y\_1),2)+pow((z\_2-z\_1),2));

return distance;

}

**Output:**



1. **Code:**

#include<iostream.h>

#include<conio.h>

void area(int,int);

void area(int);

void area(float,float);

void area(float);

void main()

{

clrscr();

int a,b;

int f;

float c,d;

float r;

cout<<"\nEnter side of square: ";

cin>>f;

area(f);

cout<<"\nEnter radius of circle: ";

cin>>r;

area(r);

cout<<"\nEnter length and breadth of

rectangle: ";

cin>>a>>b;

area(a,b);

cout<<"\nEnter base and height of triangle: ";

cin>>c>>d;

area(c,d);

getch();

}

void area(int l,int b)

{

cout<<"Area of rectangle="<<l\*b<<endl;

}

void area(float b,float h)

{

cout<<"Area of triangle="<<h\*b<<endl;

}

void area(float r)

{

cout<<"Area of circle="<<3.14\*r\*r<<endl;

}

void area(int s)

{

cout<<"Area of square="<<s\*s<<endl;

}

**Output:**

