1. #include <iostream>

using namespace std;

int main() {

int a, b, temp;

cout << "Enter the first number: ";

cin >> a;

cout << "Enter the second number: ";

cin >> b;

temp = a;

a = b;

b = temp;

cout << "After swapping, first number is: " << a << endl;

cout << "After swapping, second number is: " << b << endl;

return 0;

}

2. #include <iostream>

using namespace std;

int main() {

char ch = 'U';

// Print the ASCII value of the character

cout << "The ASCII value of '" << ch << "' is: " << int(ch) << endl;

return 0;

}

3. #include <iostream>

using namespace std;

int main() {

float length, breadth;

cout << "Enter the length of the rectangle: ";

cin >> length;

cout << "Enter the breadth of the rectangle: ";

cin >> breadth;

// Calculate the area

float area = length \* breadth;

// Print the area

cout << "The area of the rectangle is: " << area << endl;

return 0;

}

4. #include <iostream>

using namespace std;

int main() {

float number;

cout << "Enter a number: ";

cin >> number;

float cube = number \* number \* number;

cout << "The cube of " << number << " is: " << cube << endl;

return 0;

}

5. #include <iostream>

using namespace std;

int main() {

cout << "Size of char: " << sizeof(char) << " byte" << endl;

cout << "Size of int: " << sizeof(int) << " bytes" << endl;

cout << "Size of float: " << sizeof(float) << " bytes" << endl;

cout << "Size of double: " << sizeof(double) << " bytes" << endl;

cout << "Size of bool: " << sizeof(bool) << " byte" << endl;

return 0;

}

6. #include <iostream>

using namespace std;

int main() {

int a, b, temp;

cout << "Enter the first number: ";

cin >> a;

cout << "Enter the second number: ";

cin >> b;

temp = a;

a = b;

b = temp;

cout << "After swapping, first number is: " << a << endl;

cout << "After swapping, second number is: " << b << endl;

return 0;

}