Algorithms Lab

Lab Report - 1

SEC: 64_Q ID: 0242310005101445

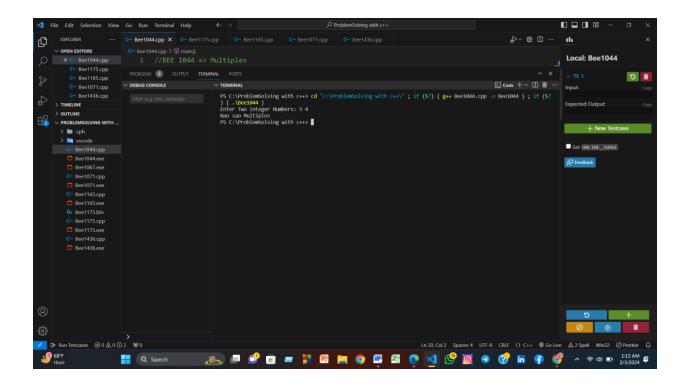
NAME: SHUVO SINGH PARTHO

```
#include<bits/stdc++.h>
using namespace std;

int main(){

   int A,B;
   cout << "Enter Two integer Numbers: ";
   cin >> A >> B;

   if (B % A == 0 || A % B == 0){
      cout << "Sao Multiplos" << endl;
   }
   else{
      cout << "Nao sao Multiplos" << endl;
   }
   return 0;
}</pre>
```



```
//Bee 1165 => Prime Number

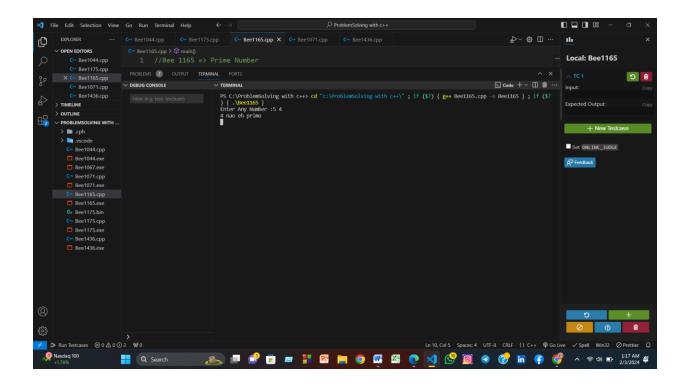
#include<bits/stdc++.h>
using namespace std;

int main(){
   int x;
   cout << "Enter Any Number :";
   cin >> x;

for(int i = 0; i<x; i++){</pre>
```

```
int n;
    cin >> n;

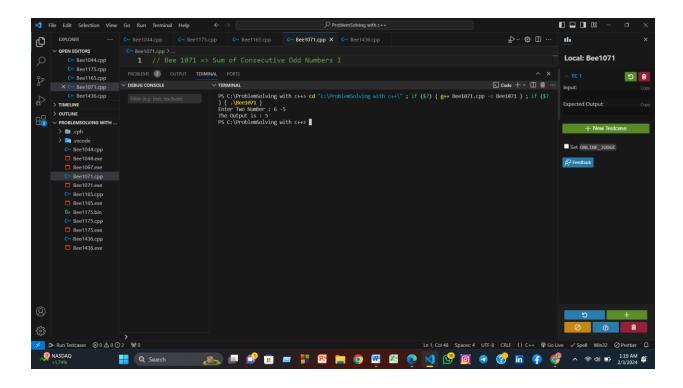
int prime = 0;
    for(int i = 1; i<n+1; i++){
        if(n % i == 0){
            prime++;
        }
    }
    if(prime == 2 and 1 != n){
        cout << n << " eh primo" << endl;
    }
    else{
        cout << n << " nao eh primo" << endl;
    }
}
return 0;
}</pre>
```



```
// Bee 1071 => Sum of Consecutive Odd Numbers I
#include<bits/stdc++.h>
using namespace std;
int main(){
   int X, Y, sum;
```

```
cout << "Enter Two Number : ";
cin >> X >> Y;
sum = 0;

if (X > Y) {
    int temp = X;
    X = Y;
    Y = temp;
}
for (int i = X + 1; i < Y; i++) {
    if (i % 2 != 0) {
        sum = sum + i;
    }
}
cout << "The Output is : " << sum << endl;
return 0;
}</pre>
```



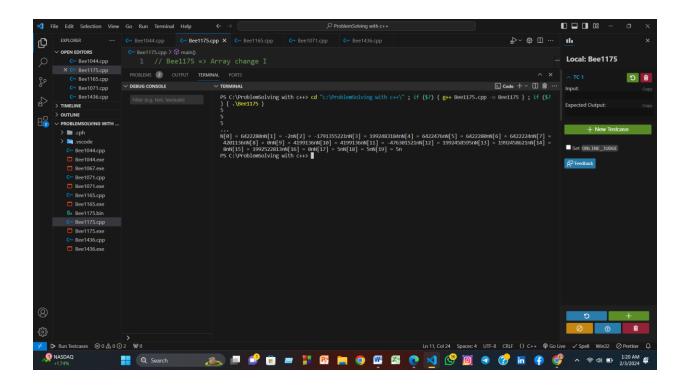
```
// Bee1175 => Array change I

#include <bits/stdc++.h>
using namespace std;

int main(){
   int N[20];
   int a,aux;
```

```
a= 0;
while(cin >> N[a]){
    a++;
}
a = 0;
for(int i = 19; i >= 10; i--){
    aux = N[i];
    N[i] = N[a];
    N[a] = aux;
    a++;
}

for(int j = 0; j < 20; j++){
    cout << "N[" << j << "] = " << N[j] << "n";
}
return 0;
}</pre>
```



```
//Bee 1436 => Brick Game

#include<bits/stdc++.h>
using namespace std;

int main()
{
    int n;
    cout << "Enter Any Number : ";
    cin>>n;
    for(int i=1;i<=n;i++)</pre>
```

```
{
    int a[12];
    int N;
    cin>>N;
    for(int j=0;j<N;j++)
    {
        cin>>a[j];
    }
    cout<<"Case"<<i<<": "<<a[N/2]<<endl;
    }
    return 0;
}</pre>
```

