

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
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Roll No :	42

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++ and java program for simple arithmetic operations and take input from user.

Learning Outcome:

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

Course Outcome:

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

Difference between procedural and object oriented language

Application of object orientation

Brief introduction to C++ and Java

For programming used Dec C++ ,que are two number check whether input or output.

Algorithm:

Step 1: Start

Step 2: Take Input and Read the Numbers

Step 3: Check that If Number % 2 == 0

If true Then

Print : Your selected Number is an Even Number.

Else

Print : Your selected Number is an Odd Number.

Step 4: Finish

Program:

```
#include<iostream>
using namespace std;
int main()
{
    int n1,n2,temp;
    cout << "enter first number" << endl;
    cin >> n1;
    cout << "enter second number" << endl;
    cin >> n2;
    cout << "First Number=" << n1 << endl << "Second Number=" << n2 << endl;
    cout << "Addition of " << n1 << " and " << n2 << " is " << n1+n2;
    cout << "\nSwapping \n";
    temp=n1;
    n1=n2;
    n2=temp;
```

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```
cout<<"Swapped numbers n1= "<<n1<<" and n2= "<<n2<<endl;

cout<<"even or odd \n";

if(n1%2==0)

    cout<<n1<<" is even \n";

else

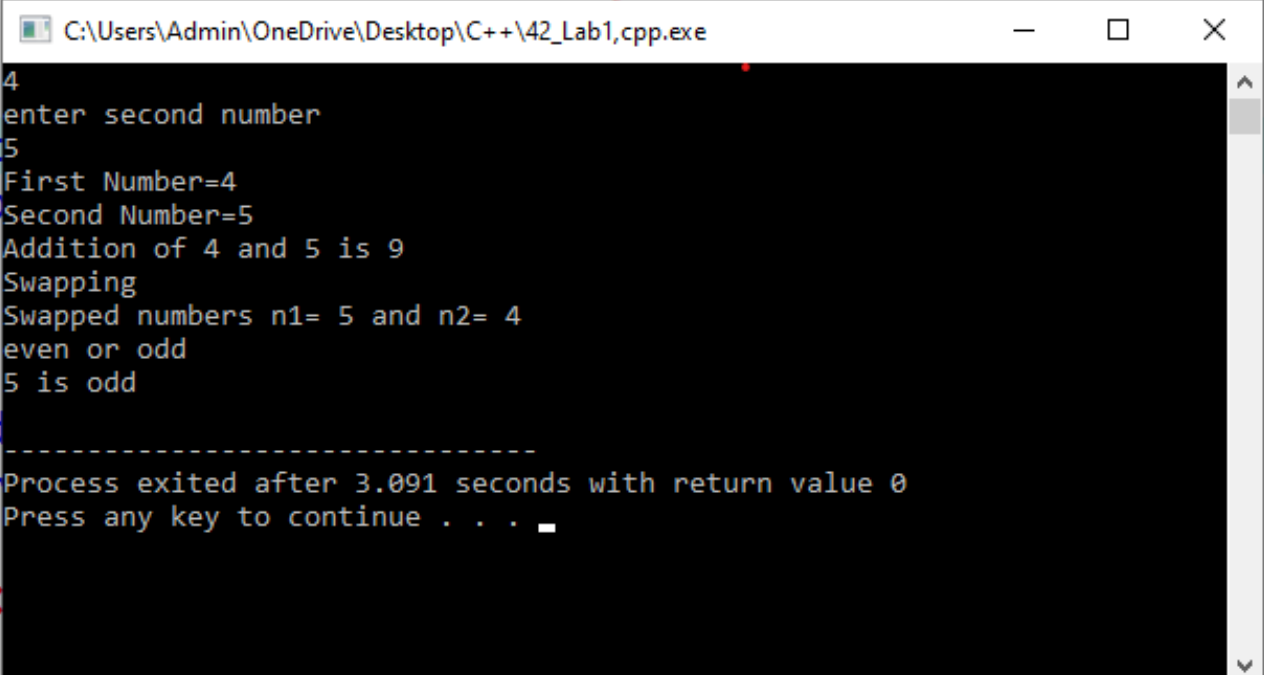
    cout<<n1<<" is odd \n";

return 0;

}
```

Input given: 4 and 5

Output:



The screenshot shows a Windows command prompt window titled "C:\Users\Admin\OneDrive\Desktop\C++\42_Lab1,cpp.exe". The program has been executed with inputs 4 and 5. The output displayed is as follows:

```
4
5
enter second number
First Number=4
Second Number=5
Addition of 4 and 5 is 9
Swapping
Swapped numbers n1= 5 and n2= 4
even or odd
5 is odd
-----
Process exited after 3.091 seconds with return value 0
Press any key to continue . . .
```