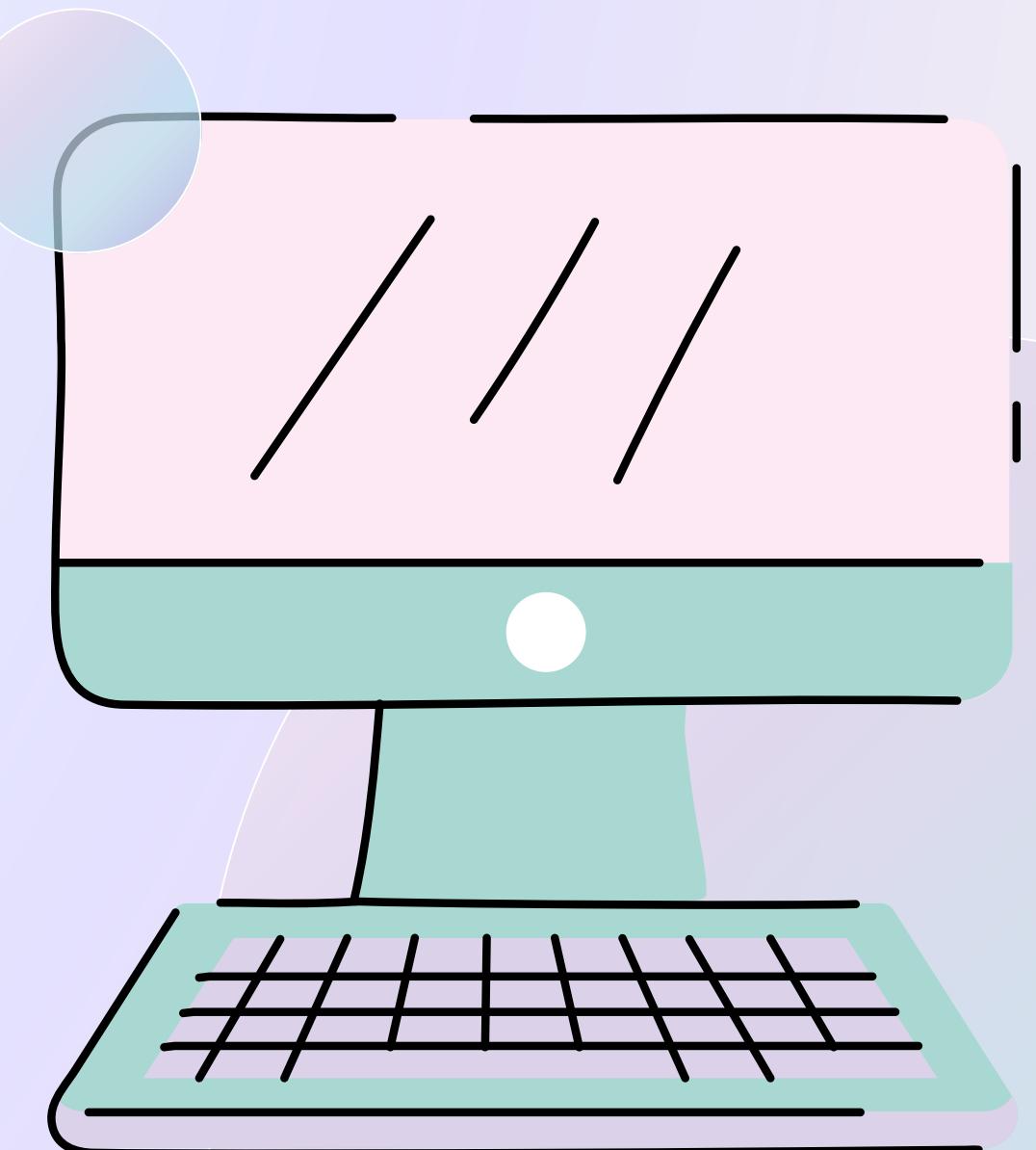


# WEEKLY PRACTICE SESSION

## C++ BASICS & PROBLEM SOLVING

### AGENDA

- Quick overview of weekly topics
- Practice questions (Easy → Medium → Hard)
- Problem-solving mindset



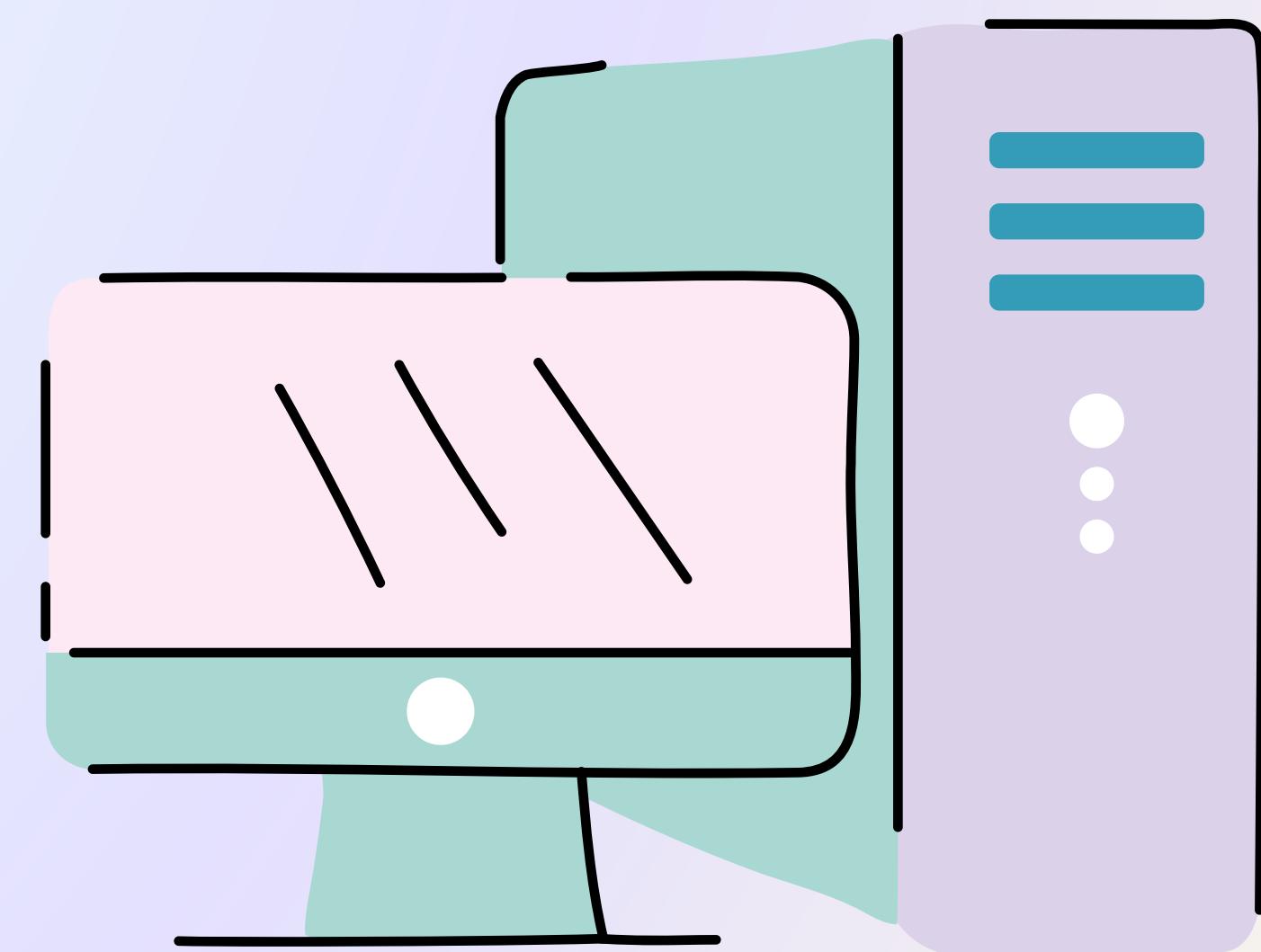
# Introduction to C++ (Overview)

## What is C++?

- C++ is a general-purpose programming language
- **It supports:**
  - Procedural programming
  - Object-Oriented Programming (OOP)
- **Widely used in:**
  - Competitive programming
  - System software
  - Game development

## Key Concepts:

- Variables & data types (int, char, float, string)
- Input / Output (cin, cout)
- Operators (<, <=, >, >=, ==, !=, ||, &&)
- Control statements (if, else, loops)



# Basic C++ Syntax – Quick Reference

## Include & Namespace

```
#include <iostream>
using namespace std;
```

## Input & Output

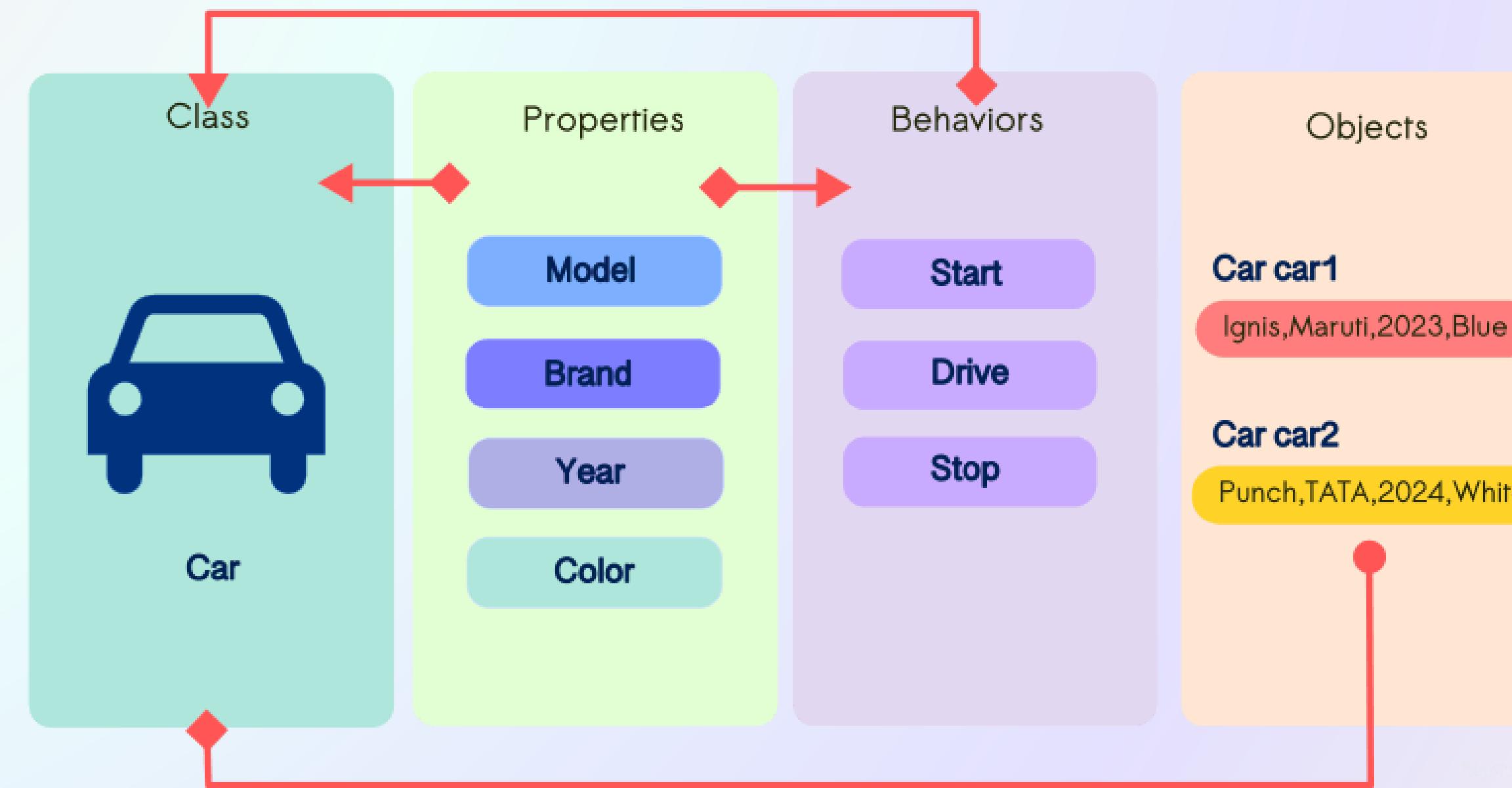
```
cin >> n;
cout << "Sum is: " << sum;
```

## Input & Output (without using namespace std)

```
std::cin >> n;
std::cout << "Sum is: " << sum;
```



# Classes and Objects



# Simple code for understanding

```
#include <iostream.h>
Class student
{
    public:
        int Rollno.;
        str Name;
        int age;
        int showage()
            {
                cout<<"The age is:"<<age;
            };
}
```

```
int main() {
    student std1;                                → Object creation
    std1.Rollno . = 5;
    std1.Name= "Aman";
    std1.age=22;
    std.showage();
    return 0 ;
}
```

→ Assigning values to variables using object std1

→ Assigning value to member function using object std1

# Practice Questions – Introduction to C++

MEDIUM

**Write a program that takes a number as input and checks whether it is even or odd.**

```
#include <iostream>
using namespace std;

int main() {
    int n;
    cin >> n;

    if(n % 2 == 0)
        cout << "Even";
    else
        cout << "Odd";

    return 0;
}
```

HARD

**Write a program that takes a number n and prints all prime numbers from 1 to n.**

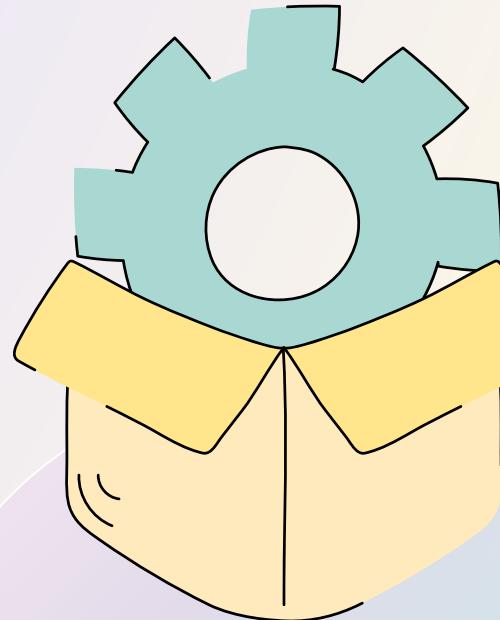
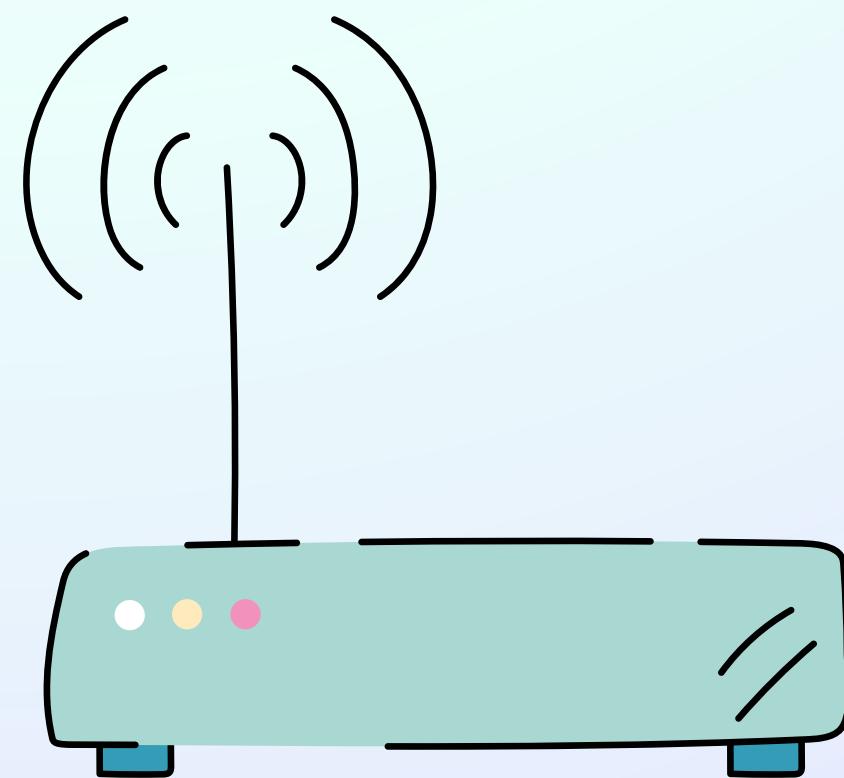
```
#include <iostream>
using namespace std;

int main() {
    int n;
    cin >> n;

    for(int i = 2; i <= n; i++) {
        bool isPrime = true;

        for(int j = 2; j < i; j++) {
            if(i % j == 0) {
                isPrime = false;
                break;
            }
        }
        if(isPrime)
            cout << i << " ";
    }

    return 0;
}
```



# Functions in C++ (Overview)

## What is a Function?

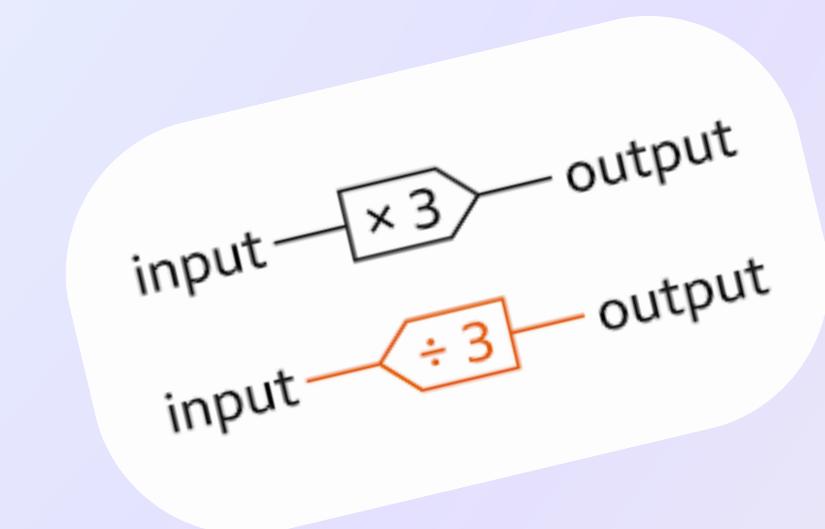
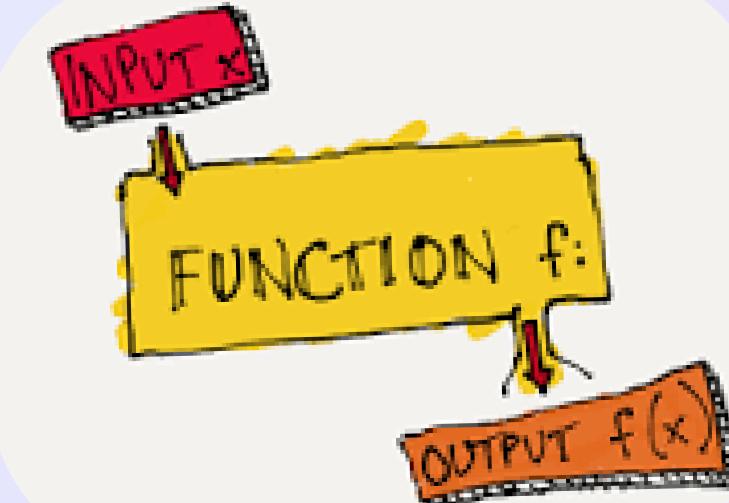
- A function is a block of code that performs a specific task.

## Helps in:

- Code reusability
- Better readability
- Easier debugging

## Types of Functions:

- Built-in functions (e.g., `sqrt()`, `pow()`)
- User-defined functions



# Practice Questions – Functions

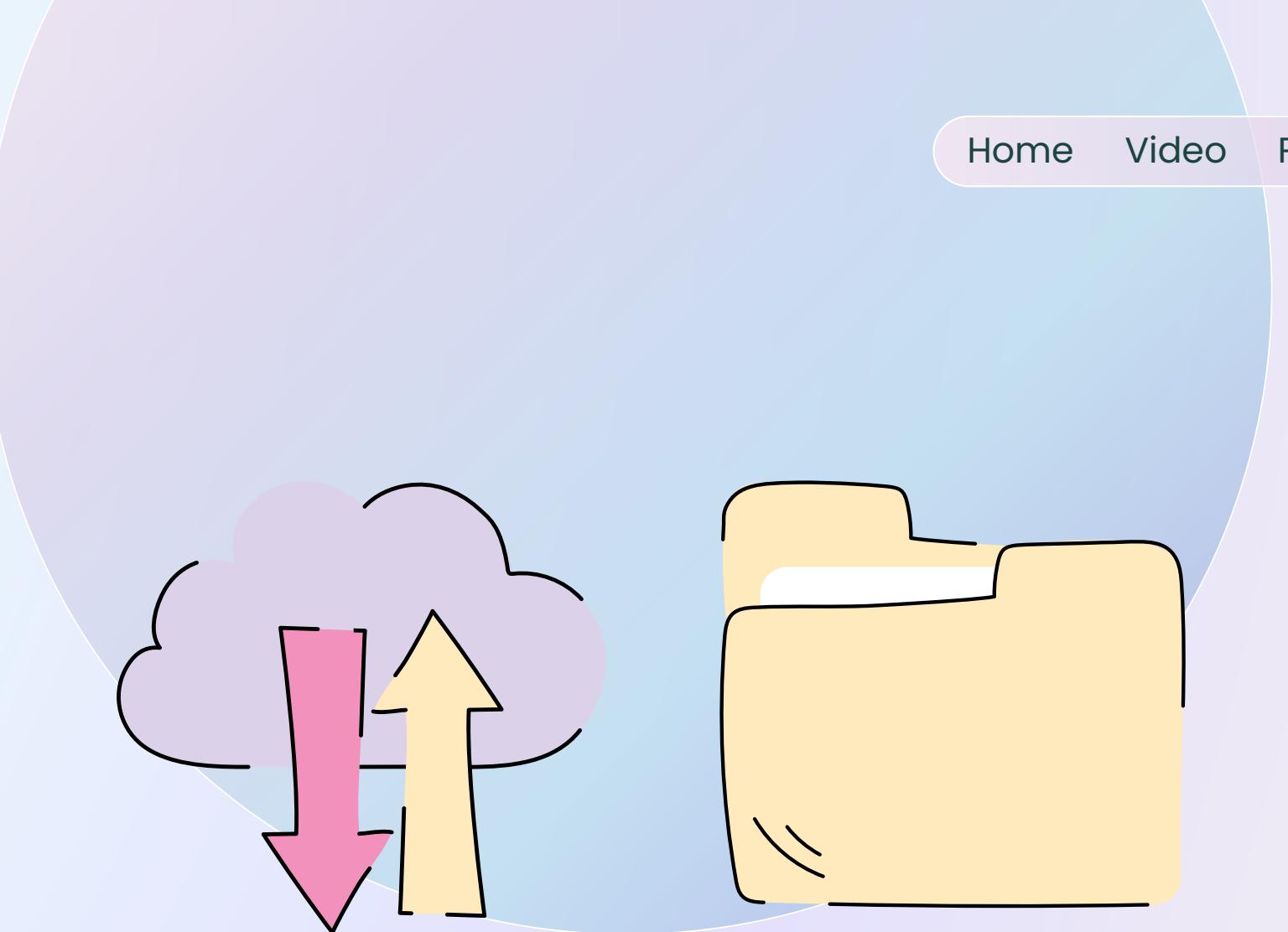
**Write a function that checks whether a given number is a palindrome.**

```
#include <iostream>
using namespace std;

bool isPalindrome(int n) {
    int original = n;
    int reverse = 0;

    while(n > 0) {
        reverse = reverse * 10 + (n % 10);
        n = n / 10;
    }

    return (original == reverse);
}
```



```
int main() {
    int num;
    cin >> num;

    if(isPalindrome(num))
        cout << "Palindrome";
    else
        cout << "Not Palindrome";

    return 0;
}
```

**Write a function that calculates factorial of a number using recursion.**

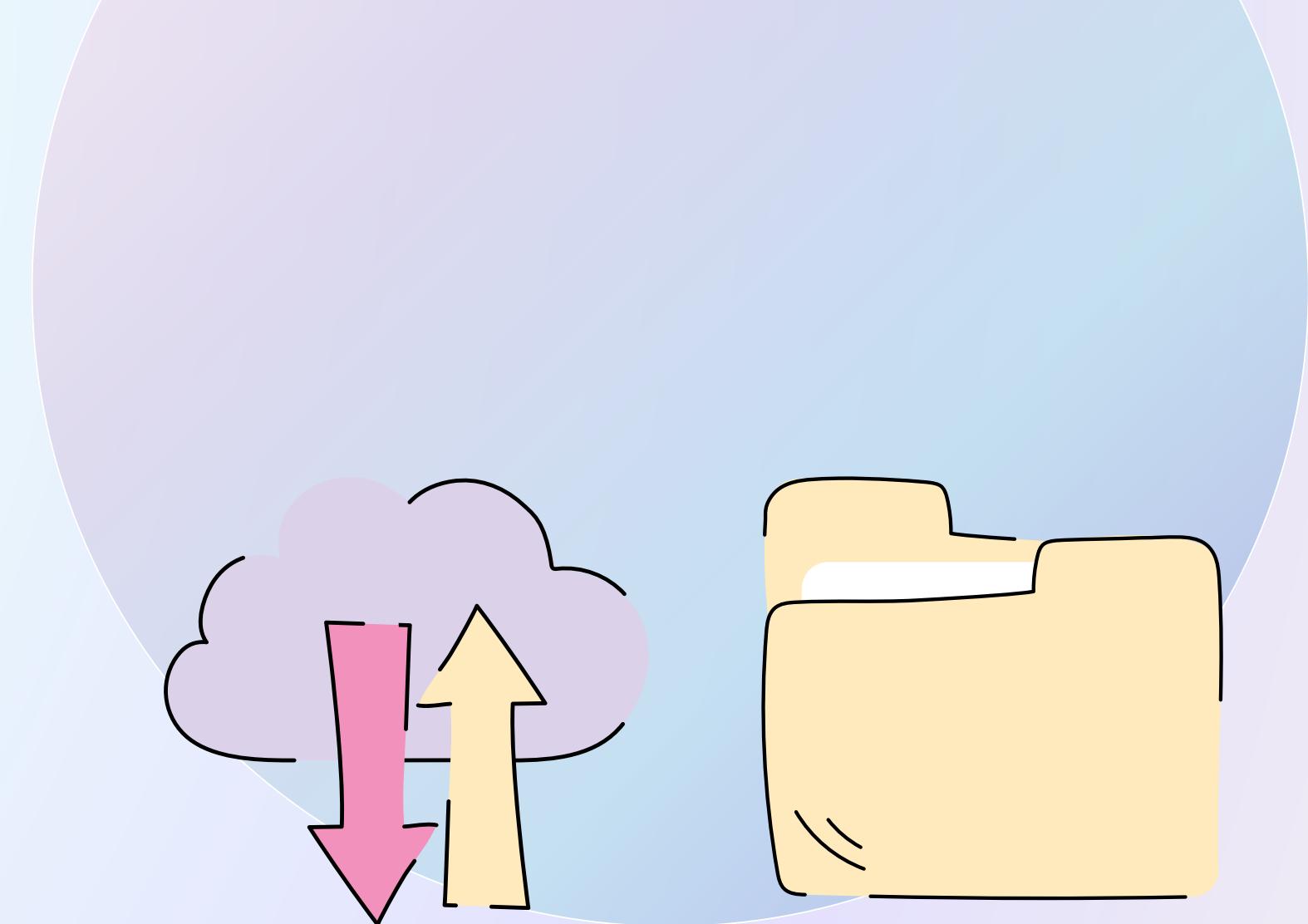
```
#include <iostream>
using namespace std;

int factorial(int n) {
    if(n == 0 || n == 1)
        return 1;
    else
        return n * factorial(n - 1);
}

int main() {
    int num;
    cin >> num;

    cout << factorial(num);

    return 0;
}
```



# UML Diagrams

## UML Class Diagram (Short Theory)

A UML Class Diagram is a structural diagram used to represent the static structure of an object-oriented system. It shows classes, their attributes, methods, and the relationships between classes.

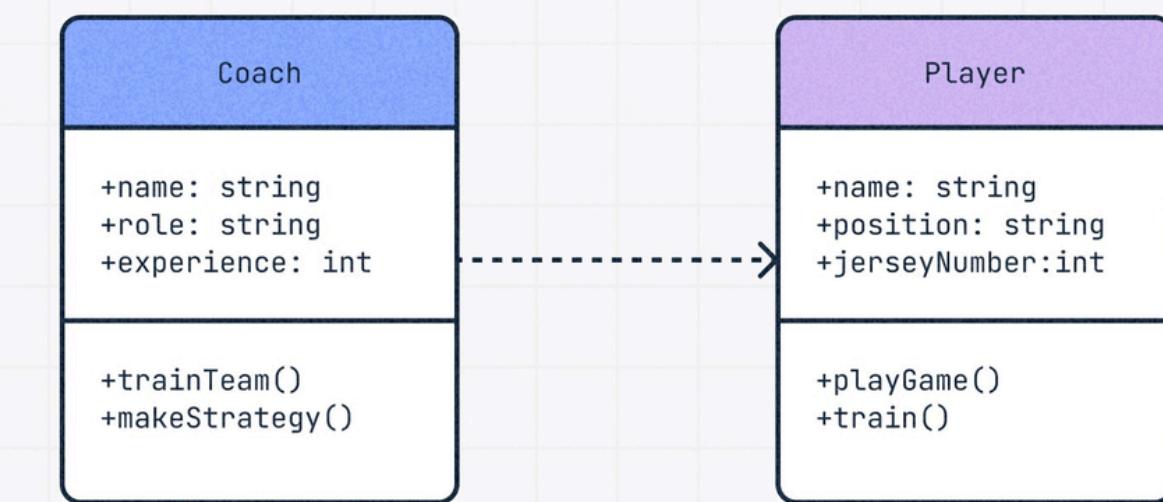
Each class is represented by a rectangle divided into three parts:

### Class Name, Attributes, and Methods.

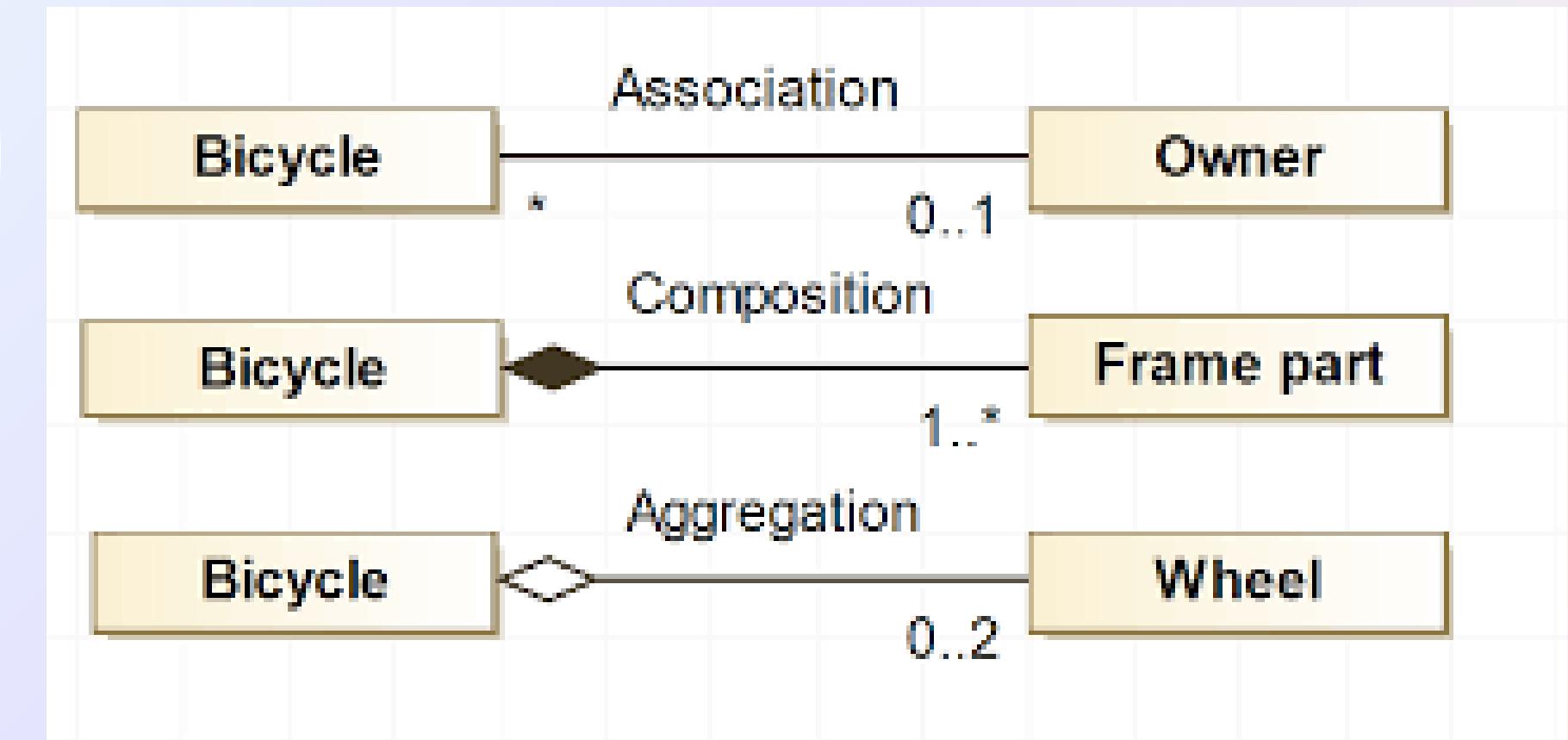
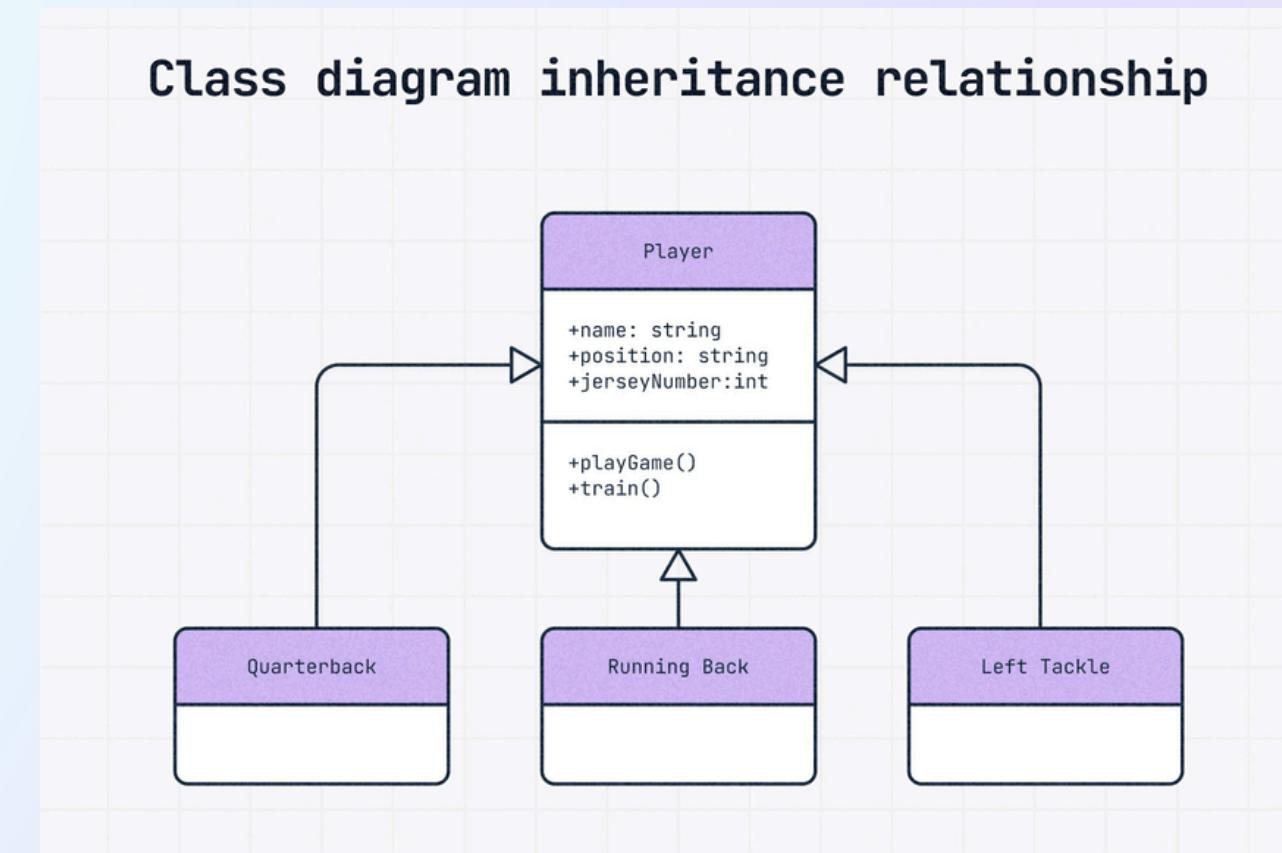
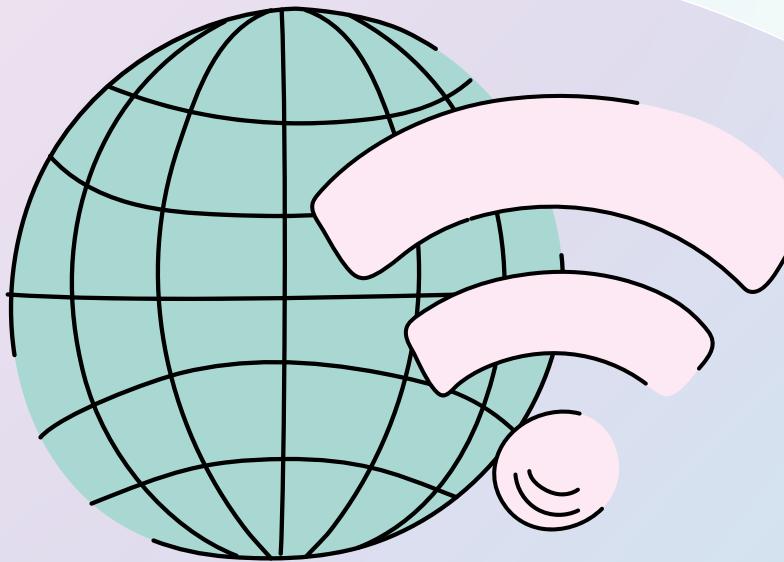
Relationships such as association, inheritance, aggregation, and composition describe how classes interact with each other.

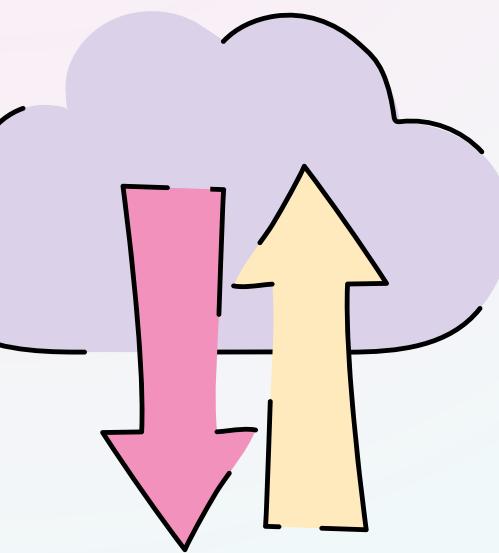
UML class diagrams are used to design systems before coding, improve understanding, and clearly visualize object-oriented concepts.

### Class diagram dependency relationship



# Inheritance Association Composition Aggregation





# Thank You

