C++

Assignment – 5 Name – Kishan R Vaghamashi Student ID – 202312014

```
#include <bits/stdc++.h>
using namespace std;
int main()
{
    string s;
    cin >> s;
    map<char, int> temp;
    for (int i = 0; i < s.size(); i++)
    {
        temp[s[i]]++;
    }
    for (auto i : temp)
    {
        cout << i.first << " " << i.second << endl;
}
    return 0;
}</pre>
```

```
#include <bits/stdc++.h>
using namespace std;
int main()
{
    string s;
    getline(cin, s);
    map<char, int> temp;
    for (int i = 0; i < s.size(); i++)
    {
        temp[s[i]]++;
    }
    for (auto i : temp)
    {
        cout << i.first;
    }
    return 0;
}</pre>
```

```
#include <bits/stdc++.h>
using namespace std;
int main()
    string s1, s2, s3, s4, s5;
    cin >> s1;
    cin >> s2;
    cin >> s3;
    cin >> s4;
    cin >> s5;
    int a[5], max = a[0], loc = 0, i;
    a[0] = s1.size();
    a[1] = s2.size();
    a[2] = s3.size();
    a[3] = s4.size();
    a[4] = s5.size();
    for (i = 0; i < 5; i++)
    {
        if (max < a[i])</pre>
        {
            max = a[i];
            loc = i;
        }
    }
    switch (loc)
    {
    case 0:
        cout << a[loc] << " " << s1;
        break;
    case 1:
        cout << a[loc] << " " << s2;
        break;
    case 2:
        cout << a[loc] << " " << s3;
        break;
    case 3:
        cout << a[loc] << " " << s4;
        break;
    case 4:
        cout << a[loc] << " " << s5;</pre>
        break;
```

```
return 0;
}
```

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#include <bits/stdc++.h>

using namespace std;

int main()
                                                                                                                                                                                                                               | PS C:\Users\kishan.HP-HOBOK\Desktop\DSA> []

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                          string s1, s2, s3, s4, s5;
cin >> s1;
cin >> s2;
cin >> s3;
                          cin >> s3;
cin >> s4;
cin >> s5;
int a[5], max = a[0], loc = 0, i;
a[0] = s1.size();
a[2] = s3.size();
a[2] = s3.size();
a[3] = s4.size();
a[4] = s5.size();
for (i = 0; i < 5; i++) {
•
                                        max = a[i];
loc = i;
                            switch [loc] You, 34 seconds ago • Uncommitted changes
                            {
    case θ:
        cout ≪ a[loc] ≪ " " ≪ s1;
        break;
                                cout « a[loc] « " " « s2;
break;
                                  cout << a[loc] << " " << s3;
                             break;
case 3:
    cout « a[loc] « " " « s4;
                             case 4:

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4)

```
#include <bits/stdc++.h>
using namespace std;
int main()
{
    int key[3][3][3], passcode[3];
    for (int i = 0; i < 3; i++)
    {
        for (int j = 0; j < 3; j++)
        {
            cout << "key " << i << " " << j << "" << k << "=";
            cin >> key[i][j][k];
        }
    }
}
cout << "enter passcode:";</pre>
```

```
for (int i = 0; i < 3; i++)
    int temp, count = 0;
    cin >> temp;
    for (int j = 0; j < 3; j++)
         for (int k = 0; k < 3; k++)
             if (count == temp)
                  passcode[i] = key[i][j][k];
                  break;
             count++;
         }
    }
}
cout << "secret key:";</pre>
cout << passcode[0];</pre>
cout << passcode[1];</pre>
cout << passcode[2];</pre>
return 0;
```

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```
#include <bits/stdc++.h>
using namespace std;
int main()
    string a[10];
    for (int i = 0; i < 10; i++)
        getline(cin, a[i]);
    for (int i = 0; i < 10; i++)
        if (i % 2 == 0)
        {
             cout << a[i] << endl;</pre>
        else
             for (int j = 0; j < 20 - a[i].size(); <math>j++)
                 cout << ' ';
             cout << a[i] << endl;</pre>
        }
    return 0;
```

```
#include <bits/stdc++.h>
using namespace std;
struct player
    string firstname, lastname, gamename;
    int age;
};
int main()
    struct player p1;
    cout << "first_name:";</pre>
    cin >> p1.firstname;
    cout << "last_name:";</pre>
    cin >> p1.lastname;
    cout << "age:";</pre>
    cin >> p1.age;
    cout << "game name:";</pre>
    cin >> p1.gamename;
    cout << "first_name:" << p1.firstname << endl;</pre>
    cout << "last_name:" << p1.lastname << endl;</pre>
    cout << "age:" << p1.age << endl;</pre>
    cout << "game name:" << p1.gamename << endl;</pre>
    player *p2 = new player;
    cout << "first_name:";</pre>
    cin >> p2->firstname;
    cout << "last_name:";</pre>
    cin >> p2->lastname;
    cout << "age:";</pre>
    cin >> p2->age;
    cout << "game name:";</pre>
    cin >> p2->gamename;
    cout << "first_name:" << p2->firstname << endl;</pre>
    cout << "last_name:" << p2->lastname << endl;</pre>
    cout << "age:" << p2->age << endl;</pre>
    cout << "game name:" << p2->gamename << endl;</pre>
    struct player p3[2];
    for (int i = 0; i < 2; i++)
```

```
cout << "first_name:";</pre>
    cin >> p3[i].firstname;
    cout << "last_name:";</pre>
    cin >> p3[i].lastname;
    cout << "age:";</pre>
    cin >> p3[i].age;
    cout << "game name:";</pre>
    cin >> p3[i].gamename;
}
for (int i = 0; i < 2; i++)
    cout << "first_name:" << p3[i].firstname << endl;</pre>
    cout << "last_name:" << p3[i].lastname << endl;</pre>
    cout << "age:" << p3[i].age << endl;</pre>
    cout << "game name:" << p3[i].gamename << endl;</pre>
}
for (int i = 0; i < 2; i++)
    player *p4 = &p3[i];
    cout << "first_name:" << p4->firstname << endl;</pre>
    cout << "last_name:" << p4->lastname << endl;</pre>
    cout << "age:" << p4->age << endl;</pre>
    cout << "game name:" << p4->gamename << endl;</pre>
return 0;
```

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```
#include <bits/stdc++.h>
using namespace std;
typedef struct player players;
struct player
    string firstname, lastname, gamename;
    int age;
bool sortbycomp(players &p1, players &p2)
    return p1.age < p2.age;
void sortbyage(players *p, int size)
    sort(p, p + size, sortbycomp);
int main()
    struct player p3[3];
    for (int i = 0; i < 3; i++)
        cout << "first_name:";</pre>
        cin >> p3[i].firstname;
        cout << "last_name:";</pre>
        cin >> p3[i].lastname;
        cout << "age:";</pre>
        cin >> p3[i].age;
        cout << "game name:";</pre>
        cin >> p3[i].gamename;
    }
    for (int i = 0; i < 3; i++)
        cout << "first_name:" << p3[i].firstname << endl;</pre>
        cout << "last_name:" << p3[i].lastname << endl;</pre>
        cout << "age:" << p3[i].age << endl;</pre>
        cout << "game name:" << p3[i].gamename << endl;</pre>
    }
    // sort(p3,p3+3,sortbyage);
    sortbyage(p3, 3);
```

```
for (int i = 0; i < 3; i++)
{
     cout << "first_name:" << p3[i].firstname << endl;
     cout << "last_name:" << p3[i].lastname << endl;
     cout << "age:" << p3[i].age << endl;
     cout << "game name:" << p3[i].gamename << endl;
}
return 0;
}</pre>
```

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first_name:kishan
last_name:vaghamashi
age:21
game name:ludo
first_name:jay
last_name:vaghamashi
age:24
                                    struct player p3[3];
for (int i = 0; i < 3; i++)</pre>
                                                                                                                                                                                                                                                                                                    last_name:vaghamasi
age:24
game name:football
first_name:parth
last_name:ahir
age:25
game name:cricket
first_name:vaghamasi
                                  cin >> p3[i].firstname
  cout <= "last_name:";
  cin >> p3[i].lastname;
  cout <= "age:";
  cin >> p3[i].age;
  cout <= "game name:";
  cin >> p3[i].gamename;
}
 •
                                                                                                                                                                                                                                                                                                      age:24
game name:football
first_name:parth
last_name:ahir
                                       cout « "first_name:" « p3[i].firstname « endl;
cout « "last_name:" « p3[i].tastname « endl;
cout « "age:" « p3[i].age « endl;
cout « "game name:" « p3[i].gamename « endl;
                                     sortbyage(p3, 3);
for (int i = 0; i < 3; i++)</pre>
                                     for tint I = 0,  
{
    cout w "first_name:" w p3[i].firstname w endl;
    cout w "last_name:" w p3[i].lastname w endl;
    cout w "age:" w p3[i].age w endl;
    cout w "game name:" w p3[i].gamename w endl;
                                                                                                                                                                                                                                                                                                    age:_20
game name:cricket
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8)

```
#include <bits/stdc++.h>
    using namespace std;
typedef struct player players;
struct player
{
    string firstname, lastname, gamename;
    int age;
};
void findplayer(players *p3)
```

```
string temp;
    cout << "enter first name u wanna find:";</pre>
    cin >> temp;
    for (int i = 0; i < 3; i++)
        if (p3[i].firstname == temp)
             cout << "first_name:" << p3[i].firstname << endl;</pre>
             cout << "last_name:" << p3[i].lastname << endl;</pre>
             cout << "age:" << p3[i].age << endl;</pre>
             cout << "game name:" << p3[i].gamename << endl;</pre>
        }
    }
int main()
    struct player p3[3];
    for (int i = 0; i < 3; i++)
        cout << "first_name:";</pre>
        cin >> p3[i].firstname;
        cout << "last_name:";</pre>
        cin >> p3[i].lastname;
        cout << "age:";
        cin >> p3[i].age;
        cout << "game name:";</pre>
        cin >> p3[i].gamename;
    }
    for (int i = 0; i < 3; i++)
        cout << "first_name:" << p3[i].firstname << endl;</pre>
        cout << "last_name:" << p3[i].lastname << endl;</pre>
        cout << "age:" << p3[i].age << endl;</pre>
        cout << "game name:" << p3[i].gamename << endl;</pre>
    }
    // sort(p3,p3+3,sortbyage);
    findplayer(p3);
    return 0;
```

9)

```
#include <iostream>
using namespace std;
struct Player
{
    string firstName;
    string lastName;
    int age;
    string gameName;
bool FindRecord(const Player *players, const Player &playerToFind, int size)
    for (int i = 0; i < size; i++)
        if (players[i].firstName == playerToFind.firstName &&
            players[i].lastName == playerToFind.lastName &&
            players[i].age == playerToFind.age &&
            players[i].gameName == playerToFind.gameName)
        {
            return true;
```

```
#include <iostream>
struct Fraction
    int p;
    int q;
    void simplify()
        int gcd = getGCD(p, q);
        p /= gcd;
        q /= gcd;
    }
    Fraction add(Fraction other)
        Fraction result;
        result.p = p * other.q + other.p * q;
        result.q = q * other.q;
        result.simplify();
       return result;
    }
    Fraction subtract(Fraction other)
    {
        Fraction result;
        result.p = p * other.q - other.p * q;
        result.q = q * other.q;
        result.simplify();
        return result;
    }
    Fraction multiply(Fraction other)
        Fraction result;
        result.p = p * other.p;
        result.q = q * other.q;
        result.simplify();
        return result;
```

```
private:
    int getGCD(int a, int b)
        while (b)
        {
             int temp = b;
            b = a % b;
             a = temp;
        return a;
    }
};
int main()
    Fraction f1 = \{3, 4\};
    Fraction f2 = \{1, 2\};
    Fraction addition = f1.add(f2);
    Fraction subtraction = f1.subtract(f2);
    Fraction multiplication = f1.multiply(f2);
    std::cout << "Addition: " << addition.p << "/" << addition.q <<</pre>
std::endl;
    std::cout << "Subtraction: " << subtraction.p << "/" << subtraction.q <<</pre>
std::endl;
    std::cout << "Multiplication: " << multiplication.p << "/" <<</pre>
multiplication.q << std::endl;</pre>
    return 0;
```

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```

```
#include <iostream>
    struct Complex
{
    double a;
    double b;
    Complex add(Complex other)
        Complex result;
        result.a = a + other.a;
        result.b = b + other.b;
        return result;
    }
    Complex subtract(Complex other)
        Complex result;
        result.a = a - other.a;
        result.b = b - other.b;
        return result;
    }
    Complex multiply(Complex other)
        Complex result;
        result.a = (a * other.a) - (b * other.b);
        result.b = (a * other.b) + (b * other.a);
        return result;
};
int main()
    Complex c1 = \{1.0, 2.0\};
    Complex c2 = \{2.0, 3.0\};
    Complex addition = c1.add(c2);
    Complex subtraction = c1.subtract(c2);
    Complex multiplication = c1.multiply(c2);
```

```
std::cout << "Addition: " << addition.a << " + " << addition.b << "i" <<
std::endl;
    std::cout << "Subtraction: " << subtraction.a << " + " << subtraction.b
<< "i" << std::endl;
    std::cout << "Multiplication: " << multiplication.a << " + " <<
multiplication.b << "i" << std::endl;
    return 0;
}</pre>
```

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