

Algorithm: Mean, Variance and Standard deviation calculation

Include predefined class libraries / header files in the program using preprocessor directive #include <iostream>

using namespace std;

Class declaration: declare a class “MVS”

Private member declaration:

Data variables:

declare float type data variables “i,n”

declare float type data variables “x[200],sum,var,mean,variance,SD”
where x[200] is declared as array and can contain upto 201 values.

Public member declaration:

Declare member function (1) getdata (2) calldata of type void

Member function definition::

Define member functions getdata using scope resolution operator

“void MVS::getdata()”

Get input from user:

“enter the value of n=”

The input is written in allocated memory space using
“cin>>n;”

Get input from user for parameter x[]

The input is written in allocated memory space using “for loop”

```
for (i=0;i<n;i++)  
{  
    cin>>x[i];  
}
```

Member function definition:

Define member functions calculate using scope resolution operator

“void MVS::calldata()”

Perform the calculations using for loop and display/output the results using **cout**

```
for(i=0;i<n;i++)  
{  
    sum=sum+x[i]                                //calculate sum  
}  
mean=sum/n;                                     //calculate mean  
cout<<"mean="<<mean<<endl;                  //display mean on screen  
  
for(i=0;i<n;i++)  
{
```

```

var=var+pow((x[i]-mean),2);           //calculate variance
}
variance=var/n;                      //display variance on screen
cout<<"variance ="<<variance<<endl;
SD=sqrt(variance);                  //calculate standard deviation
cout<<"standard deviation ="<<SD<<endl;    //display standard deviation
}

```

Inside the main function of type integer create an object of class MVS and named a. Use this object to call public member functions and terminate the program using return 0 statement

```

int main()
{
MVS a;                           //create object
a.getdata();                      //member function calling
a.caldata();
return 0;                         //program termination
}

```