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
Student Name:	Yash J Sonavane
Roll No:	45

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++
- 1.2 Implement using Java

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 G++ 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

Theory:

Difference between procedural and object oriented language

Application of object orientation

Brief introduction to C++ and Java

Algorith	
m:	
Program:	To Add Two Numbers, Print Number Entered by User, Swap Two Numbers, Check Whether Number is Even or Odd 1.1 Implement using C++

Faculty: Ms. Deepali Kayande

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```
Input
           #include<iostream>
given:
           using namespace std;
           int main()
           {
                  int n1,n2,temp;
                  cout << "enter first number" << endl;</pre>
                  cin >> n1;
                  cout << "enter second number" <<endl;</pre>
                  cin >> n2;
                  cout <<"First Number="<<n1<<endl<<"Second
           Number="<<n2<<endl;
                  cout << "Addition of " <<n1<<" and "<<n2<<" is "<<n1+n2;</pre>
                  cout<<"\nSwapping \n";</pre>
                  temp=n1;
                  n1=n2;
                  n2=temp;
                  cout<<"Swapped numbers n1= "<<n1<<" and n2= "<<n2<<endl;</pre>
                  cout<<"even or odd \n";</pre>
                  if(n1%2==0)
                         cout<<n1<<" is even \n";
                  else
                         cout<<n1<<" is odd \n";</pre>
                  return 0;
           }
```

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