



Lab. (4)

Operators and Control Structures

Answer the following questions

Question One:

Write a C++ program that accepts two integers from the user and print them in separate lines then perform the addition of these two numbers.

Question Two:

Write a C++ program to compute the perimeter and area of a circle with a radius of 5 cm.

Question Three:

Trace and find the following programs output

a) #include <iostream.h>

```
int main()
{
    int z;
    bool x = true;
    bool y = false;
    z = x + !y;
    cout << z << endl;
    return 0;
}
```

```
"C:\Users\Eng Ayman\Documents\C-Free\Temp\Untitled2.exe"
2
Press any key to continue . . .
```

b) #include <iostream.h>

```
int main()
{
    int x;
    char y='2';
    cout << "Size of char : " << sizeof(y) << endl;
    cout << "Size of int : " << sizeof(x) << endl;
    cout << "x= " << x << endl;
    cout << "y= " << y << endl;
```

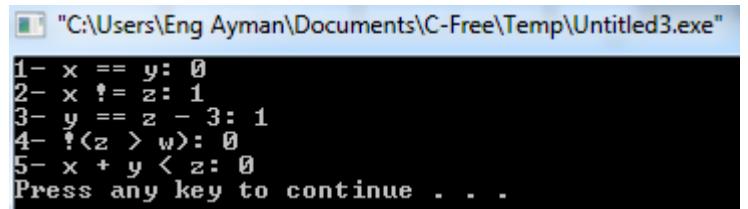
```
"C:\Users\Eng Ayman\Documents\C-Free\Temp\Untitled3.exe"
Size of char : 1
Size of int : 4
x= 2130567168
y= 2
Press any key to continue . . .
```

```
    return 0;
}
```

c) #include <iostream.h>

```
int main()
{
    int x=3,y=4,z=7,w=1;

    cout << "1- x == y: " << (x == y) << endl;
    cout << "2- x != z: " << (x != z) << endl;
    cout << "3- y == z - 3: " << (y == z - 3) << endl;
    cout << "4- !(z > w): " << !(z > w) << endl;
    cout << "5- x + y < z: " << (x + y < z) << endl;
    return 0;
}
```

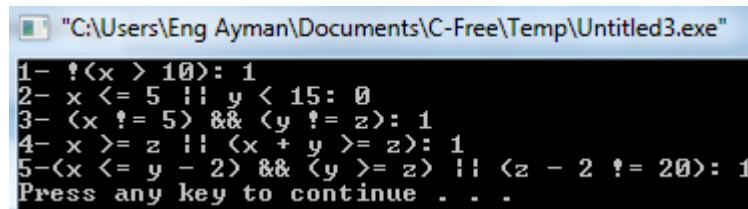


```
1- x == y: 0
2- x != z: 1
3- y == z - 3: 1
4- !(z > w): 0
5- x + y < z: 0
Press any key to continue . . .
```

d) #include <iostream.h>

```
int main()
{
    int x=10,y=15,z=20;

    cout << "1- !(x > 10): " << !(x > 10) << endl;
    cout << "2- x <= 5 || y < 15: " << ((x <= 5) || (y < 15)) << endl;
    cout << "3- (x != 5) && (y != z): " << ((x != 5) && (y != z)) << endl;
    cout << "4- x >= z || (x + y >= z): " << ((x >= z) || (x + y >= z)) << endl;
    cout << "5-(x <= y - 2) && (y >= z) || (z - 2 != 20): " << ((x <= y - 2) && (y >= z) || (z - 2 != 20)) << endl;
    return 0;
}
```

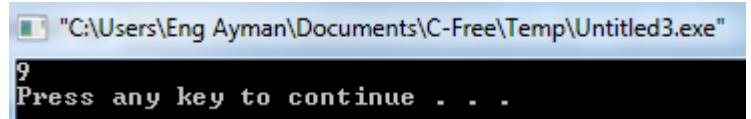


```
1- !(x > 10): 1
2- x <= 5 || y < 15: 0
3- (x != 5) && (y != z): 1
4- x >= z || (x + y >= z): 1
5-(x <= y - 2) && (y >= z) || (z - 2 != 20): 1
Press any key to continue . . .
```

e) #include <iostream.h>

```
int main()
{
    int a;

    a = 5 % 2 * 2 + 3 * 5 / 2;
    cout << a << endl;
    return 0;
}
```



```
9
Press any key to continue . . .
```

```
}
```

f) #include <iostream.h>

```
int main()
{
int x=5, y=4;
cout<< (x < y)<<endl;
y += ++x;
cout << x <<" "<< y<<endl;
return 0;
}
```

