



## **Lab. (2)**

### **C++ Basics**

**Answer the following questions**

**Question One:**

Write C++ statement(s) that accomplish the following.

- a) Declare int variables x and y. Initialize x to 25 and y to 18.
- b) Declare and initialize an int variable temp to 10 and a char variable ch to 'A'.
- c) Update the value of an int variable x by adding 5 to it.
- d) Declare and initialize a double variable pay Rate to 12.50.
- e) Copy the value of an int variable first Num into an int variable temp Num.
- f) Swap the contents of the int variables x and y. (Declare additional variables, if necessary.)
- g) Suppose x and y are double variables. Output the contents of x , y , and the expression  $x+12/y-18$ .
- h) Declare a char variable grade and set the value of grade to 'A'.
- i) Declare int variables to store four integers.
- j) Copy the value of a double variable z to the nearest integer into an int variable x.

**Question Two:**

Write each of the following as a C++ expression.

$$(b^2 - 4ac)/2a$$

**Question Three:**

Write a program that produces the following output:

```

*****
* Programming Assignment 1 *
* Computer Programming, I *
* Author: Dr Ayman *
* Due Date: Thursday, oct.27 *
*****

```

**Question Four:**

Write a C++ statement that stores the average of num1, num2, and num3, into average.

**Question Five:**

Repeat question 4 by declaring num1, num2, and num3, and average of type double. Store 75.35 into num1, -35.56 into num2, and 15.76 into num3.

**Question six:**

Write C++ statements that declare and initialize the following named constants: SECRET of type int initialized to 11 and RATE of type Double initialized to 12.50.

**Question Seven:**

Write a C++ statement that multiplies the value of num1 by 2, adds the value of num2 to it, and then stores the result in newNum. Then, write a C++ statement that outputs the value of newNum.

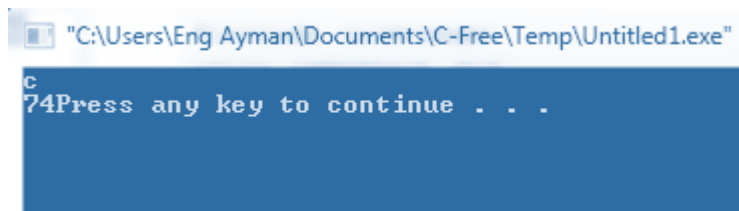
**Question Eight:**

Write a C++ program that accepts two integers from the user and print them in separate lines.

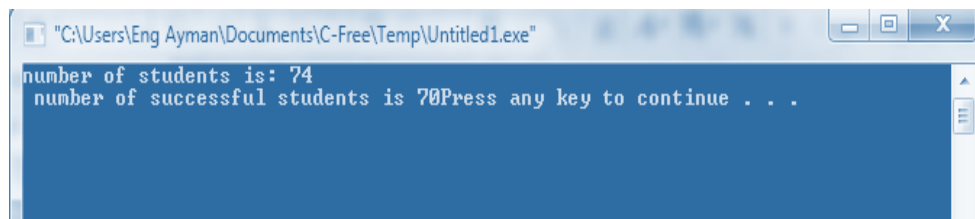
**Question Nine:**

Trace and find the following programs output

```
#include <iostream>
using namespace std;
int main()
{
int c = 74;
cout << "c"<<endl;
cout << c;
return 0;
}
```



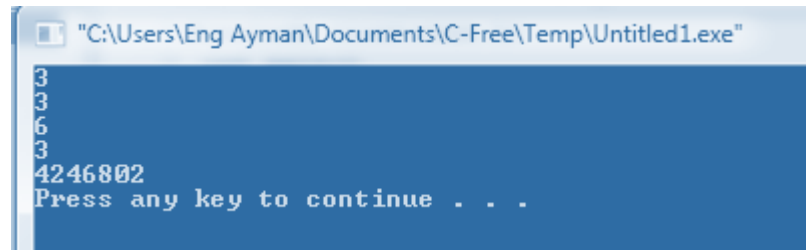
```
#include <iostream.h>
int main()
{
int x = 74;
cout << "number of students is: " << x <<endl;
cout << " number of successful students is " << 70 ;
// Cout << " number of failed students is " << 74 ;
```



```
return 0;
}
```

---

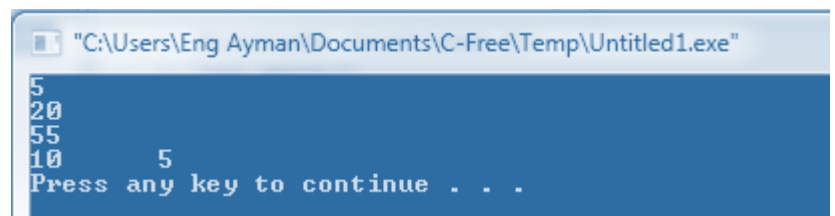
```
#include <iostream.h>
int main()
{
int x = 5; // this is an initialization
x = x - 2; // this is an assignment
cout << x << endl; // #1
int y = x;
cout << y << endl; // #2
cout << x + y << endl; // #3
cout << x << endl; // #4
int z;
cout << z << endl; // #5
return 0; }
```



```
"C:\Users\Eng Ayman\Documents\C-Free\Temp\Untitled1.exe"
3
3
6
3
4246802
Press any key to continue . . .
```

---

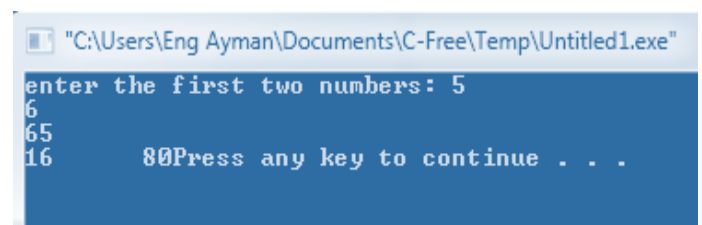
```
#include <iostream.h>
int main()
{
int x = 5, y=20; // this is an
initialization
std::cout << x << "\n"<< y << "\n" ; // #1
y = x;
cout << y << x <<endl; // #2
cout << x + y << "\t" ; // #3
cout << x << std::endl; // #4
return 0;
}
```



```
"C:\Users\Eng Ayman\Documents\C-Free\Temp\Untitled1.exe"
5
20
55
10      5
Press any key to continue . . .
```

---

```
#include <iostream.h>
int main()
{
int x, y, z; // this is a declaration
cout << "enter the first two numbers: "; // #1
cin >>x >>y; //put x=5 and y=6
z = x;
```



```
"C:\Users\Eng Ayman\Documents\C-Free\Temp\Untitled1.exe"
enter the first two numbers: 5
6
65
16      80Press any key to continue . . .
```

```
cout << y << x << endl; // #2
cout << x + y + z << "\t" ; // #3
cout << 30+50 ; // #4
return 0;
}
```

---

```
#include <iostream.h>
int main()
{
int x; // this is a declaration
x=30; // this is an assignment
cout << x;
return 0;
}
```



```
"C:\Users\Eng Ayman\Documents\C-Free\Temp\Untitled1.exe"
30Press any key to continue . . .
```

```
#include <iostream.h>
int main()
{
int x;
x=30;
cout << x;
return 0;
}
```



```
"C:\Users\Eng Ayman\Documents\C-Free\Temp\Untitled1.exe"
30Press any key to continue . . .
```