

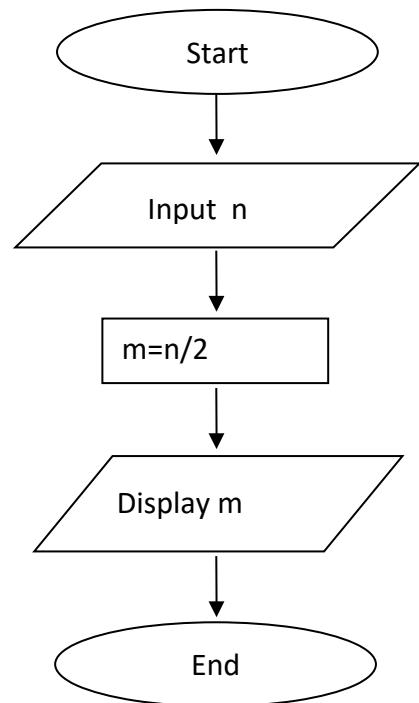
## Application 1

1.

```
1 #include <iostream>
2 using namespace std;
3 int main()
4 {
5     int a,b;
6     cout<<"input a and b\n";
7     cin>>a>>b;
8     b=a+b;
9     cout<<"a ="<<a<<"    b ="<<b<<endl;
10    system ("pause");
11 }
```

2.

- S1: Start
- S2: Input n
- S3: Set  $m=n/2$
- S4: Output m
- S5: End



3.

```
1 #include <iostream>
2 using namespace std;
3 int main()
4 {
5     double a;
6     cout << "Enter a number" << endl;
7     cin>>a;
8     a=a-2;
9     cout<<"Your answer is "<<a;
10    return 0;
11 }
12 }
```

4.

```
1 #include <iostream>
2
3 using namespace std;
4
5 int main()
6 {
7     int a,b,c;
8     cout<<"input a, b and c\n";
9     cin>>a>>b>>c;
10    cout<<"Result= "<<a*b*c<<endl;
11    return 0;
12 }
```

5. cout<<"Up to now we solved"<<endl;

```
cout<< "4 questions";
```

```
cout<<"Up to now we solved\n 4 questions";
```

```
#include<string>
string a=" Up to now we solved\n 4 questions";
cout<<a;
```

6. float a,b,c;

```
a=3.45; b=1.245;
c=a*b;
cout<<c;
```

7.

```
1 #include <iostream>
2
3 using namespace std;
4
5 int main()
6 {
7     float x,y;
8     x=12e7; // lower case "e" we use
9     y=36e8;
10    cout << x+y << endl;
11    return 0;
12 }
13
```

8.

```
1 #include <iostream>
2 using namespace std;
3 int main()
4 {
5     bool b1,b2;
6     b1=true;
7     b2=false;
8     cout << "b1=" << b1 << " b2=" << b2 << endl;
9     return 0;
10 }
11
```

9. & 10.

```
1 | #include <iostream>
2 | using namespace std;
3 | int main()
4 | {
5 |     char c1='M', c2='E', c3='2', c4='4', c5='0';
6 |     cout <<c1<<c2<<c3<<c4<<c5<< endl;
7 |     string c6="ME240";
8 |     cout<<c6;
9 |     return 0;
10 |
11 }
```

11.

```
1 | #include <iostream>
2 | using namespace std;
3 | int main()
4 | {
5 |     double PE,m,g=9.81,h;
6 |     cout << "Enter mass and height" << endl;
7 |     cin>>m>>h;
8 |     PE=m*g*h;
9 |     cout<<PE;
10 |
11 }
12 |
```

12.

```
1 | #include <iostream>
2 | using namespace std;
3 | int main()
4 | {
5 |     int w,h;
6 |     cout << "Enter width and height" <<
7 |         "of right triangle" << endl;
8 |     cin>>w>>h;
9 |     cout << "Area= " << w*h/2<< endl;
10 |
11 }
12 |
```

**13.**