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Sec A

Subject C++

Answer # 1 part a.

```
#include <iostream.h>
using namespace std;
int main ()
{int marks;
  cout << " - Program To Find Grade -
  -" << endl;
  cout << "\nEnter marks: ";
  cin >> marks;
  if (marks >= 90 && marks <= 100)
    cout << "Your Grade is A.";
  else if (marks >= 80 && marks < 90)
    cout << "\nEnter marks Your Grade A
  else if (marks >= 70 && mark < 80)
    cout << "Your Grade B.";
  else if (marks >= 60 && mark < 70)
    cout << "Your Grade C.";
  else if (marks >= 50 && marks < 60)
    cout << "Your Grade is D.";
  else if (marks >= 0 && marks < 50)
    cout << "Your Grade F.";
  else cout << "invalid Marks."
  between 0; }
```


Answer # 1 part B.

IF Statement:-

Sometimes we want to selectively execute a block of code

→ The C++ syntax of the if statement is;

```
if (logical expression)
{
```

// Block of code to execute
if expression is true
}

→ When expression is true, the block of code is executed.

When expression is false the block of code is skipped.

IF ELSE statement :-

A control structure that execute statement if the condition statements if the is true & executes the option block if the condition is false.

→ If the expression in the "if" block is true, the statement

3

inside "if" block will execute
if not the else block will
execute.

if the condition in the
"if" block is false the
else will execute.

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Answer # 2 a

Write a program.

```
#include <iostream>
```

```
using namespace std;
```

```
int main (void)
```

```
{
```

```
    char selection;
```

```
    cout << "\n Menu";
```

```
    cout << "\n =====";
```

```
    cout << "\n A - Append";
```

```
    cout << "\n M - Modify";
```

```
    cout << "\n D - Delete";
```

```
    cout << "\n GX - Exit";
```

```
    cout << "\n Enter selection:";
```

```
    // read the input
```

```
    cin >> selection;
```

```
    switch (selection)
```

```
    {
```

```
        case 'A':
```

```
        case 'a': { cout << "\n to append a record\n"; }
```

```
        break;
```

```
        case 'M':
```

```
        case 'm': { cout << "\n to modify a record\n"; }
```

```
        case 'D'
```

```
        case 'D': { cout << "\n to delete record\n"; }
```

```
        break;
```

```
        case 'X':
```

```
        case 'x': { cout << "\n to exit menu\n"; }
```


Answer # 2 (b)

NESTED IF-ELSE Statements

- (1) It become complicate for multiple selections.
- (2) It uses an independent expression for each case
- (3) The test condition can be given in a special range of value. if the given condition matches then the statement under it will be executed.

(SWITCH Statement)

- (1) It is easy to understand for multiple selections.
- (2) It uses a single expression for all cases, but each case must have a constant value of integer type or character type.
- (3) Only a single expression is given in the switch statement which returns a single value. the test condition can not be given in a specified range. It is drawbacks.

Answer # 3 part (a)

Relational operators :-

Relational operators are used to compare value of two expression depending on their relation. An expression that contain relational operators is called relational expression if the relation is true then the value of relational expression is 1 & if the relation is false then the value is 0. The relational operators are.

< less than

> greater than

<= less than or equal to

>= greater than or equal to

== is equal to

!= is not equal to

Relational expression :

A relational expression consist of two arithmetic expression or two character expressions separated by a relational operator. A relational operator tests for a relationship between the two expressions the value of the relational expression is either true or false depending on whether the stated relationship holds.

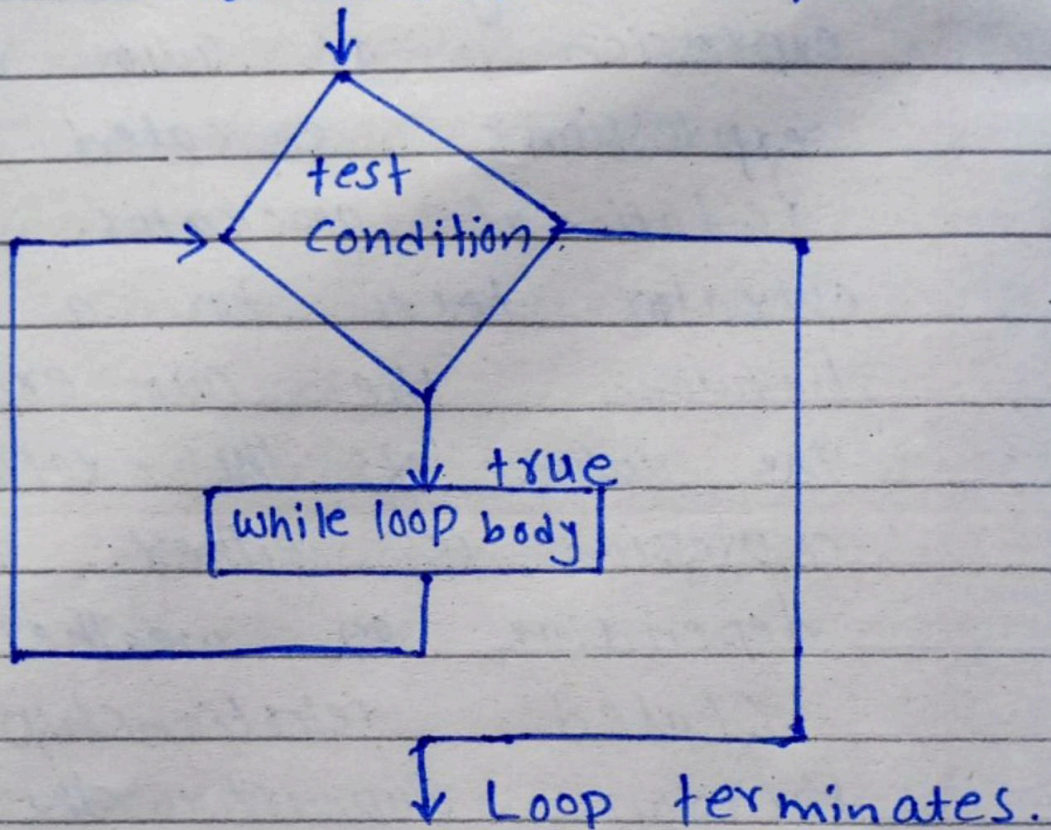
Fortran support the following relational operators;

operator	Relationship
LT	Less than
LE	Less than or equal to
NE	to equal to
EQ	Equal to
GT	Greater than
GE	Greater or equal

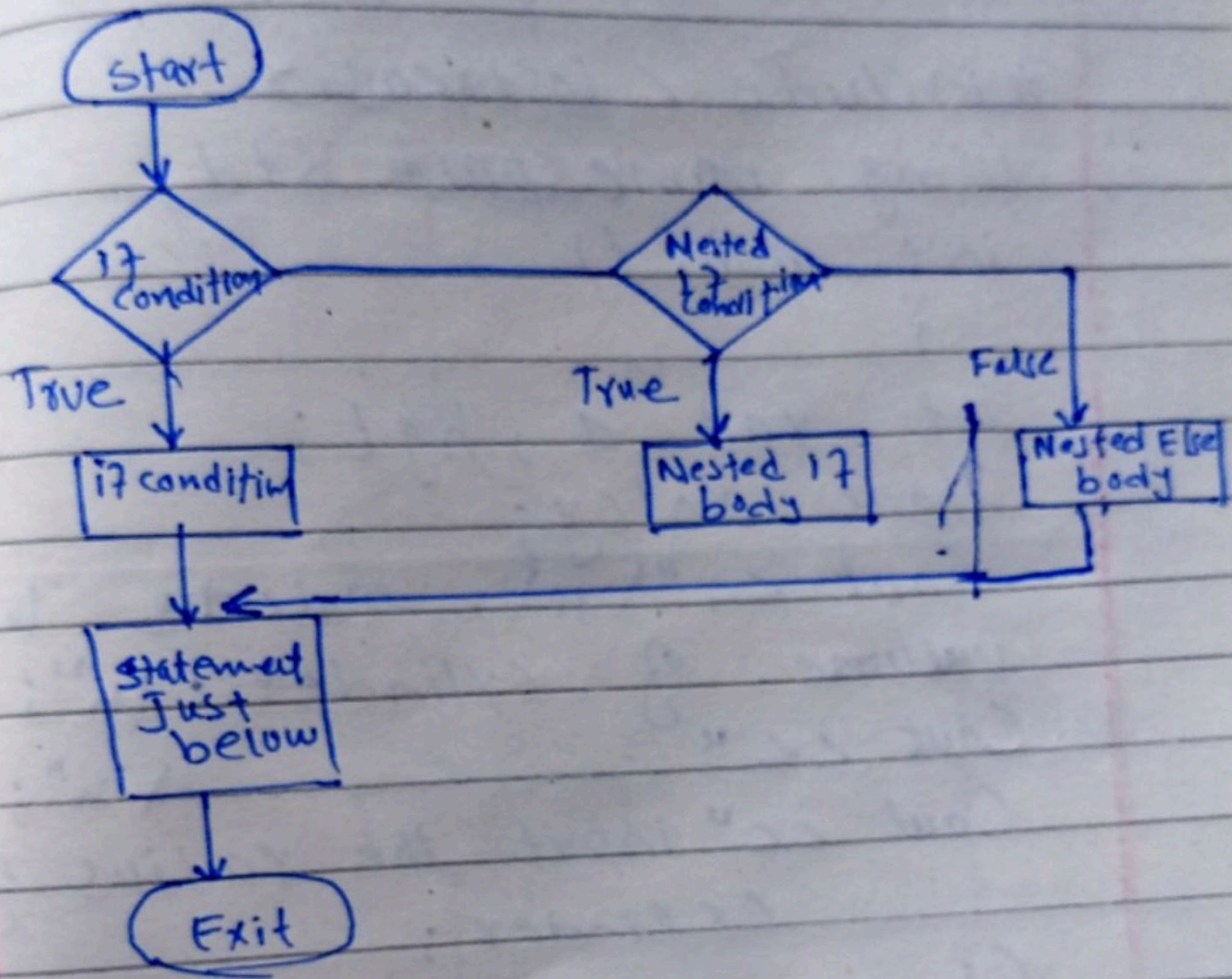
- LT. Less than
- LE Less than or equal to
- NE to equal to
- EQ Equal to
- GT Greater than
- GE Greater or equal

Answer # 3 part B.

Draw Flow Chart
For while loop.



Draw Flow chart
Nested if Statement.



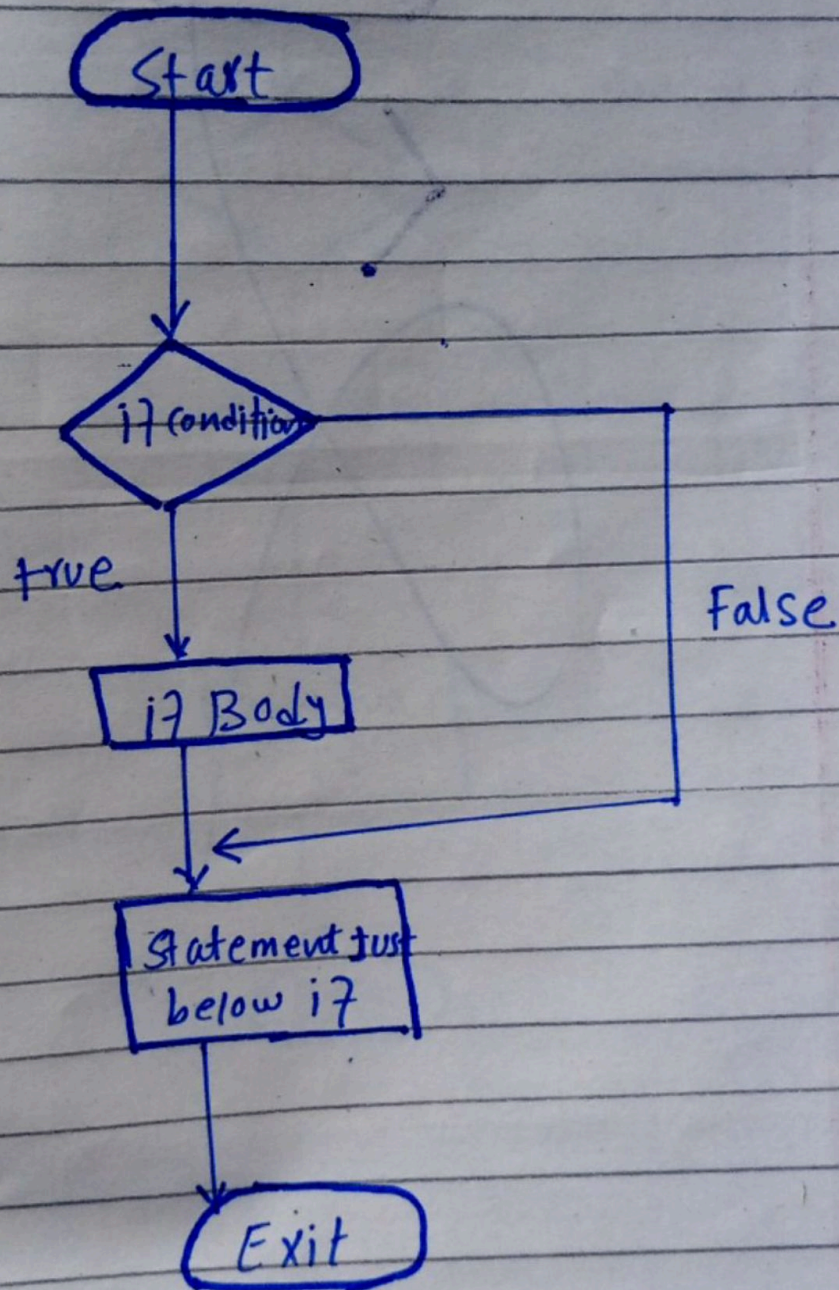
Answer 4 (a)
write program find volume
of cylinder.

```
#include <iostream>
using namespace std;
int main ()
{
    int rad 1, hgt;
    float volcy;
    cout << "\n\n calculate the
    volume of cylinder : \n";
    cout << " _ _ _ _ _ \n";
    cout << " input the radius of
    cylinder ;
    cin >> rad 1 ;
    cout << " input the height of the
    cylinder : ";
    cin >> hgt ;
    volcy = (3.14 * rad 1 * hgt);
    cout << " the volume of a cylinder
    is : "<<
    volcy << endl;
    cout << endl;
    return 0;
}
```

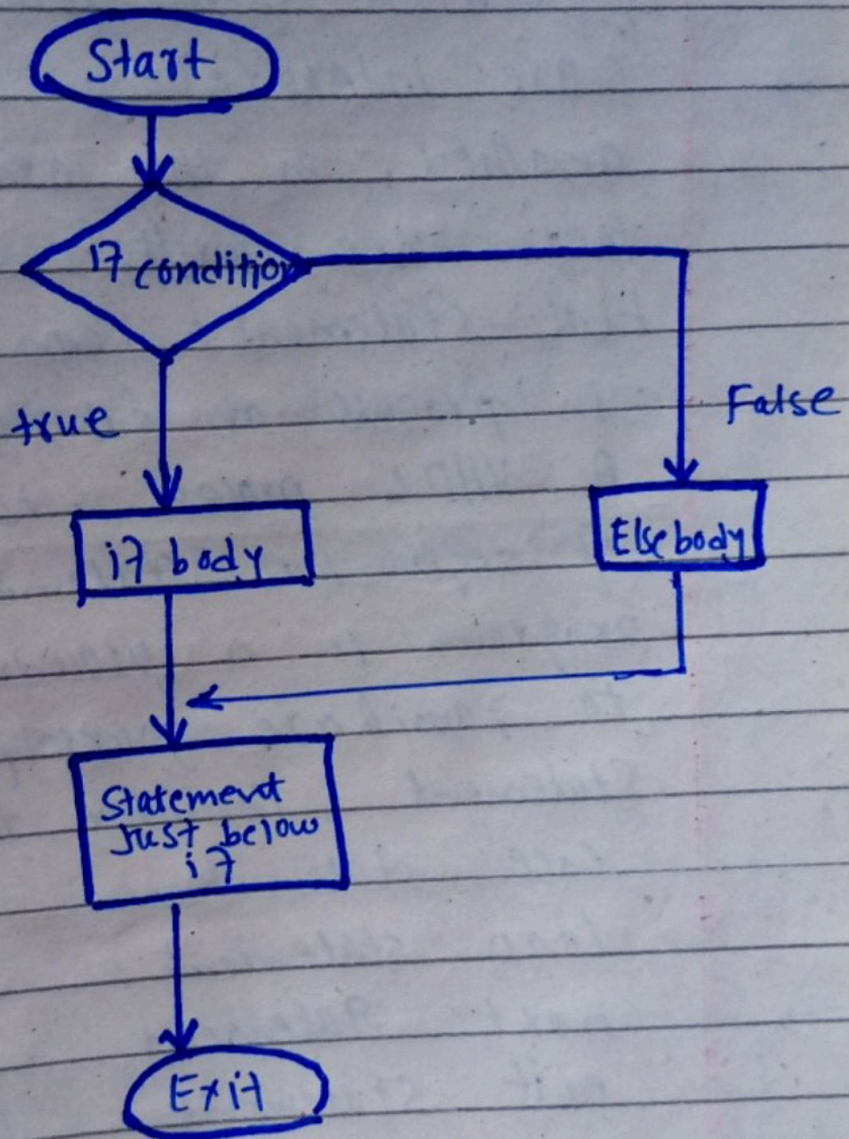

||

Answer 4 (b)

Draw Flow chart for if statement & if else statement.



Flow chart for if else Statement.



Answer # 5 (a)

Question:

Sequential Statement like $A_i = 3$ are interpreted one after another, in the order in which they are written. VHDL Sequential statements can appear only in process or sub program.

A VHDL process is a group of sequential statement; a sub-program is a procedure or function.

To familiarize yourself with sequential Statement, consider the following

Case statement.

Loop statement

next Statement

exit Statement

Sub program Statement

returns Statement

null Statement

Process are composed of sequential Statement, but prior for process are themselves concurrent

Statement 6

Answer #5 (b)

```
# include <iostream.h>
```

```
# include <conio.h>
```

```
void main ()
```

```
{
```

```
int a, b, c, d, e, f, g;
```

```
clrscr ();
```

```
cout << "\n Enter first name a: ";
```

```
cin >> a;
```

```
cout << "\n Enter second  
number b: ";
```

```
cin >> b;
```

```
c = a + b;
```

```
d = a - b;
```

```
e = a * b;
```

```
f = a / b;
```

```
g = a % b;
```

```
cout << "Addition = " << c << "\n";
```

```
cout << "Subtraction = " << d << "\n";
```

```
cout << "Multiplication = " << e << "\n";
```

```
cout << "Division = " << f << "\n";
```

```
cout << "Modulus = " << g << "\n";
```

```
getch ();
```