

C++ Programming Lab Manual

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Program 1: Program to Print Hello, World!

```
#include <iostream>

int main()
{
    std::cout << "Hello World!";
    return 0;
}
```

Program 2: Program to Add Two Numbers

```
#include <iostream>
using namespace std;

int main()
{
    int a = 1000, b = 3000;
    int c = a + b;
    cout << "Sum = " << c << endl;
    return 0;
}
```

Program 3: Program to Subtract Two Numbers

```
#include <iostream>
using namespace std;

int main()
{
    int a = 3000, b = 1000;
    int c = a - b;
    cout << "Difference = " << c << endl;
    return 0;
}
```

Program 4: Program to Multiply Two Numbers

```
#include <iostream>
using namespace std;

int main()
{
    int a = 700, b = 400;
    int c = a * b;
}
```

```
    cout << "Product = " << c << endl;
    return 0;
}
```

Program 5: Program to Divide Two Numbers

```
#include <iostream>
using namespace std;

int main()
{
    float a = 9200.0, b = 300.0;
    float c = a / b;
    cout << "Quotient = " << c << endl;
    return 0;
}
```

Program 6: Program to Find Sum and Average of Two Numbers

```
#include <iostream>
using namespace std;

int main()
{
    int a = 123, b = 333;
    int sum = a + b;
    float avg = (float)sum / 2;
    cout << "sum of two numbers is = " << sum << endl;
    cout << "average of two numbers is = " << avg << endl;
    return 0;
}
```

Program 7: Program to Find Area of Circle

```
#include <iostream>
using namespace std;

int main()
{
    float pi = 3.14159;
    float r = 5.0;
    float area = pi * r * r;
    cout << "area of circle is = " << area << endl;
    return 0;
}
```

Program 8: Program to Calculate Simple Interest

```
#include <iostream>
using namespace std;

int main()
{
    float P = 1.0, R = 1.0, T = 1.0;
    float SI = (P * T * R) / 100;
    cout << "simple interest = " << SI << endl;
    return 0;
}
```

Program 9: Program to Find Largest Among Three Numbers

```
#include <iostream>
using namespace std;

int main()
{
    int a = 1, b = 2, c = 11;
    if (a >= b)
    {
        if (a >= c)
            cout << a << endl;
        else
            cout << c << endl;
    }
    else
    {
        if (b >= c)
            cout << b << endl;
        else
            cout << c << endl;
    }
    return 0;
}
```