Assignment # 5 – Class XI – Computer Science

Chapter 6: Getting Started with C++

1. What is a lexical unit ? Name the lexical units being used in C++.
2. What are literals ? Explain the different types of literals being used in C++.
3. What is the difference between '=' and '==' operators?
4. Which of the following are valid/ invalid operands :
   height , main , rollno-5 , my address , 2day , class
5. What is the difference between '5' , 5 and " 5" ?
6. Identify the errors in the following program :

```
void main()
{
        int x
        char endl;
        x=3;
        cin>>endl;
        cout<<x<<3
}
```

7. Explain the two different ways to give comments in C++.
8. Differentiate between '<<' and '>>' operators.
9. 'Every C++ program must have a main().' Why ?
10. Explain the different types of errors that may occur while programming .
11. What will be the output of the following code :

(i)
```
cout<<" #\n**\n###\n****\n ";
```

(ii)
```
char a= '@';
cout << a;
cout<<'a';
```

PROGRAMS

(to be done in the lab during practical periods)

1. To create a formatted output screen as given in the lab.
2. Write a C++ program that accepts marks and displays the percentage. Assume maximum marks is 50.
3. Write a program that accepts the temperature in percentage and displays in Fahrenheit
4. Write a program that accepts length , breadth and then displays the area and perimeter of a rectangle.

Note :

1. All programs must have a comment entry on the top indicating what exactly the program is about.
2. Proper messages should be given for input and output operations.
3. All programs should be properly indented.

Chapter 7 : Data Handling

1. Name the fundamental data types along with the number of bytes they occupy.
2. Explain integer type modifies
3. Define the following –
   (i) Array
   (ii) Pointer
   (iii) Reference
   (iv) Enumeration
4. Differentiate between a class and a structure.
5. Explain 'const' modifier with an example.
6. Why do we need to initialize variable?
7. An unsigned int can be twice as large as signed int?

Programs

1. Write a program that accepts a number, say num and print num, num^2, num^3, num^4 and num^5.
2. Write a program to accept two numbers and print their quotient and reminder.
3. Write a program to compute simple interest after accepting principal, Rate and Time. Include the header file iomanip.h and display the S.I. using setw(), setprecision (), setf().