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ex0.cc
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```
#include<iostream>
using namespace std;
main()
{
    int i;
    int j;
    double k;
    i=1; j=2; k=5.0;

    if(i*2>j)
        k=1.0;
    else
        j=3;

    if(k<2)
        k=4.0;

    cout << "i= " << i << endl;
    cout << "k= " << k << endl;
    cout << "j= " << j << endl;
}
```

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ex0b.cc
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```
#include<iostream>
using namespace std;

main()
{
    int i;
    int j;
    double k;

    i=1; j=2; k=5.0;

    i=i+3;
    k=k/j;
    j=(k+1)+3/2;

    cout << "i= " << i << endl;
    cout << "k= " << k << endl;
    cout << "j= " << j << endl;
}
```

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```
ex1.cc
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```
#include<iostream>
using namespace std;

main()
{
    int i,j;
    i=0;
    j=0;

    while(i<4)
    {
        j=j+i;
        i=i+1;
    }
    cout << "j= " << j << endl;
    cout << "i= " << i << endl;
}
```

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```
ex2.cc
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```
#include<iostream>
```

```
using namespace std;
```

```
main()
{
    int i=0;
    int j=0;
    double k=1.2;

    while(i<4)
    {
        if(i>2)
        {
            j=j+i;
            k=k+j;
        }
        i=i+1;
    }
    cout << "j= " << j << endl;
    cout << "i= " << i << endl;
    cout << "k= " << k << endl;
}
```

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ex3.cc
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```
#include<iostream>
using namespace std;
```

```
main()
{
    int count, i=0, total=0;

    cin >> count;
    while(i<count)
    {
        total=total+i;
        i=i+1;
    }

    cout << "total= " << total << endl;
    cout << "i= " << i << endl;
}
```

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```
mc.cc
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```
#include<iostream>
#include<cstdlib>
```

```
using namespace std;
```

```
main(int argc, char * argv[])
```

```
{
    const int trials=9000000;
    double x1, y1;
    double distance;
    int count=0; // number of hits
    int i=0;
    double value;

    while(i<trials)
    {
        x1=(1.0)*rand()/RAND_MAX; // rand() generates an int [0.0, RAND_MAX]
        y1=(1.0)*rand()/RAND_MAX;
        distance=x1*x1+y1*y1; // Square of distance from home.
        if(distance<1)
            count++;
        i++;
    }
    value=(4.0)*count/trials;
    cout << "count= " << count << endl;
    cout << "value= " << value << endl;
}
```