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Ex-1: input strings

```
#include <iostream>
#include <string>
using namespace std;
int main(){
    string fullName;
    cout << "Type your full name: ";
    cin >> fullName;
    cout << "Your name is: " << fullName;
    return 0;
}
```

Type your full name: ...

Your name is:....

Ex-2: getline() function

```
#include <iostream>
#include <string>
using namespace std;
int main(){
string fullName;
cout << "Type your full name: ";
getline (cin, fullName);
cout << "Your name is: " << fullName;
    return 0;
}
```

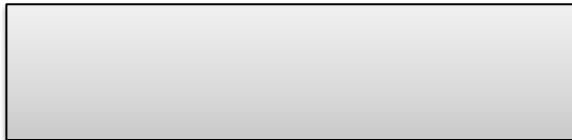
Type your full name: ...

Your name is:....

Ex-3,4: Adding numbers & string

```
#include <iostream>
using namespace std;
int main(){
    int x = 10;
    int y = 20;
    int z = x+y;
    cout << z ;
    return 0;
}
```

```
#include <iostream>
#include <string>
using namespace std;
int main(){
    string x = "10" ;
    string y = "20" ;
    string z = x + y;
    cout << z;
    return 0;
}
```



Ex-3,4: Adding numbers & string

```
#include <iostream>
using namespace std;
int main(){
    int x = 10;
    int y = 20;
    int z = x+y;
    cout << z ;
    return 0;
}
```

30

```
#include <iostream>
#include <string>
using namespace std;
int main(){
    string x = "10" ;
    string y = "20" ;
    string z = x + y;
    cout << z;
    return 0;
}
```

1020

Ex-5: without *namespace*

```
#include <iostream>
#include <string>
int main(){
    std :: string greeting = "hello";
    std :: cout << greeting;
    return 0;
}
```

std using

:: using

hello

Ex-6: Determining max/min values

```
#include <iostream>
#include <string>
using namespace std;
int main(){
    cout << max(10, 100) << "\n";
    cout << min(10, 100);
    return 0;
}
```

```
100
10
```

<cmath>

Ex-7: <cmath>header

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

int main() {
    cout << sqrt(100) << "\n";
    cout << round(7.2) << "\n";
    cout << log(2) << "\n";
    return 0;
}
```

10

7

0.693147

Math functions

<code>fabs(x)</code>	absolute value of x	<code>fabs(5.1)</code> is 5.1 <code>fabs(0.0)</code> is 0.0 <code>fabs(-8.76)</code> is 8.76
<code>floor(x)</code>	rounds x to the largest integer not greater than x	<code>floor(9.2)</code> is 9.0 <code>floor(-9.8)</code> is -10.0
<code>fmod(x, y)</code>	remainder of x/y as a floating-point number	<code>fmod(2.6, 1.2)</code> is 0.2
<code>log(x)</code>	natural logarithm of x (base e)	<code>log(2.718282)</code> is 1.0 <code>log(7.389056)</code> is 2.0
<code>log10(x)</code>	logarithm of x (base 10)	<code>log10(10.0)</code> is 1.0 <code>log10(100.0)</code> is 2.0
<code>pow(x, y)</code>	x raised to power y (x^y)	<code>pow(2, 7)</code> is 128 <code>pow(9, .5)</code> is 3
<code>sin(x)</code>	trigonometric sine of x (x in radians)	<code>sin(0.0)</code> is 0
<code>sqrt(x)</code>	square root of x (where x is a nonnegative value)	<code>sqrt(9.0)</code> is 3.0
<code>tan(x)</code>	trigonometric tangent of x (x in radians)	<code>tan(0.0)</code> is 0