# 7. Hafta (Tekrar)

**Örnek 1:**

```cpp
#include<iostream>
using namespace std;
int main(){
int a, b, c;
a=1; b=3;
a=a+1;
c=a-b;
cout<<c<<endl;
//system("PAUSE");
return 0; }
```

## Örnek 2:

```
#include<iostream>
using namespace std;
int main(){
double ctemp, ftemp;
cout<<"Sicaklik (C): ";
cin>>ctemp;
ftemp=(ctemp*1.8)+32;
cout<<"Sicaklik (F): "<<ftemp<<endl;
system("PAUSE");
return 0; }
```

**Örnek 3:**

```
#include<iostream>
using namespace std;
int i1=2, i2=i1; // global tanimlar
int main(){
int i3=3, i4=4; // lokal tanimlar cout<<i1*i2<<endl;
cout<<i3*i4<<"\n";
system("PAUSE"); }
```

**Örnek 4:**

```cpp
#include<iostream>
using namespace std;
int main(){
int A=4, B;
B=A++;
cout<<"A: "<<A<<" "<<"B: "<<B<<endl;
B=++A;
cout<<"A: "<<A<<" "<<"B: "<<B<<endl;
system("PAUSE");
}
```

**Örnek 5:** Girilen üç sayının ağırlıklı aritmetik ortalaması.

```cpp
#include<iostream>
using namespace std;
int main(){
double num1, num2, num3;
double w1=0.1, w2=0.3, w3=0.6;
cout<<"Uc sayi giriniz, her sayidan sonra ENTER tusuna basiniz. \n";
cin>>num1>>num2>>num3;
double aor=(num1*w1+num2*w2+num3*w3)/(w1+w2+w3);
cout<<"Agirlikli aritmetik ortalama: "<<aor<<endl;
system("PAUSE"); }
```

**Örnek 6:**

```cpp
#include<iostream>
using namespace std;
int main(){
float x, y;
char a;
cout<<"sayi-islem-sayi girin>\n";
cin>>x;
cin>>a;
cin>>y;
switch (a){
case '+':
cout<<"Toplam:"<<x+y<<endl;
break;
case '-':
cout<<"Fark:"<<x-y<<endl;
```

```cpp
break;
case '*':
cout<<"Carpim:"<<x*y<<endl;
break;
case '/':
cout<<"Bolum:"<<x/y<<endl;
break;
default:
cout<<"Islem tanimli degil!\n"; }
system("PAUSE"); }
```

**Örnek 6:** Koşul operatörü (?).

```cpp
#include<iostream>
using namespace std;
int main(){
int a, b=3, c;
a=--b;
a+=2; // esdegeri a=a+2
c=(a>b) ? a:b; // a ve b' den hangisi buyukse c' ye atanir
cout<<"c: "<<c<<endl;
system("PAUSE");
}
```