

Programos kodas

5. pamoka

```
main.cpp x
1 #include <iostream>
2 using namespace std;
3
4 int main()
5 {
6     int sk = 10, du = 12, trys;
7
8     cout << sk << endl;
9 }
10
```

6. pamoka. Aritmetiniai veiksmai

```
in.cpp x
1 #include <iostream>
2 using namespace std;
3
4 int main()
5 {
6     int a = 25;
7     int b = 7;
8     int c;
9
10    cout << 25 / 7 << "," << 25 % 7;
11 }
12
```

7. pamoka. Kintamųjų tipai (char, string, int (sveikiems), double (realiemis)).

```
main.cpp x
1 #include <iostream>
2 using namespace std;
3
4 int main()
5 {
6     char simbolis;
7
8     simbolis = "a";
9     cout << simbolis;
10 }
11
```

main.cpp X

```
1 #include <iostream>
2 using namespace std;
3
4 int main()
5 {
6     string vardas;
7
8     vardas = "Robertas";
9
10    cout << vardas;
11 }
12
```

main.cpp X

```
1 #include <iostream>
2 using namespace std;
3
4 int main()
5 {
6     double sk;
7
8     sk = 12.31;
9
10    cout << sk;
11 }
12
```

main.cpp X

```
1 #include <iostream>
2 using namespace std;
3
4 int main()
5 {
6     int a = 10;
7     int b = 12;
8
9     if (a == b) {
10         cout << "Taip, tiesa.";
11     } else {
12         cout << "Ne, netiesa.";
13     }
14 }
15
```

main.cpp X

```
1 #include <iostream>
2 using namespace std;
3
4 int main()
5 {
6     if (3 == 3) {
7         cout << "Taip 3 yra lygu 3";
8     } else {
9         cout << "Ne, netiesa.";
10    }
11 }
12
```

```
1 #include <iostream>
2 using namespace std;
3
4 int main()
5 {
6     string vardas = "Robertas";
7     string ivestasvardas;
8
9     cout << "Iveskite varda:" << endl;
10    cin >> ivestasvardas;
11
12    if (vardas == ivestasvardas) {
13        cout << "Sveiki, atvyke seiminkine!" << endl;
14    } else {
15        cout << "Jus nesate Robertas, viso." << endl;
16    }
17 }
18
```

9. pamoka. Sąlygos sakinio operatoriai

```
main.cpp x
1
2
3
4 int main()
5 {
6     int a = 10;
7     int b = 15;
8     int c = 20;
9     int d = 25;
10
11    if (a == b) {
12        cout << 1;
13    }
14    else if (a == c) {
15        cout << 2;
16    }
17    else if (a == d) {
18        cout << 3;
19    }
20    else {
21        cout << 4;
22    }
}
```

```
main.cpp x
1 #include <iostream>
2 using namespace std;
3
4 int main()
5 {
6     int a = 25;
7     int b = 15;
8     int c = 20;
9     int d = 25;
10
11    if (a == b && a == c) {
12        cout << "veikia";
13    } else {
14        cout << "neveikia";
15    }
16}
17
```

```
main.cpp x
1 #include <iostream>
2 using namespace std;
3
4 int main()
5 {
6     int a = 10;
7     int b = 15;
8     int c = 11;
9     int d = 25;
10
11    if (a == b || a == c) {
12        cout << "veikia";
13    } else {
14        cout << "neveikia";
15    }
16}
17
```

```
*main.cpp x
1 #include <iostream>
2 using namespace std;
3
4 int main()
5 {
6     int a = 10;
```

Parengė ITMM Artūras Šakalys

Operatoriai

|| – ir

&& - arba

10.pamoka. Funkcija (vidiniai ir išoriniai)

The image shows two code editor windows side-by-side. The left window is titled 'ain.cpp' and contains the following code:#include <iostream>
using namespace std;

void pavadinimas() {
 cout << "Sveiki, as esu funkcija!" << endl;
}

int main()
{
}Line 12 has a cursor at the closing brace of the main function. The right window is titled 'main.cpp' and contains:#include <iostream>
using namespace std;

void sudeti(int a,b) {
 int c = a + b;
 cout << "Atsakymas: " << c << endl;
}

int main()
{
 pavadinimas(10,15);
}Line 14 has a cursor at the closing brace of the main function.

A screenshot of a code editor showing the 'main.cpp' file. It contains:#include <iostream>
using namespace std;

void pavadinimas() {
 cout << "Sveiki, as esu funkcija!" << endl;
}

int main()
{
 pavadinimas();
}Line 12 has a cursor at the closing brace of the main function.

A screenshot of a code editor showing the 'main.cpp' file. It contains:#include <iostream>
using namespace std;

void sudeti(int a, int b) {
 int c = a + b;
 cout << "Atsakymas: " << c << endl;
}

int main()
{
 sudeti(10,15);
}Line 14 has a cursor at the closing brace of the main function.

```
*main.cpp ×
1 #include <iostream>
2 using namespace std;
3
4 int pavadinimas() {
5     return 10;
6 }
7
8 int main()
9 {
10    int sk = 4;
11    int c;
12
13    c = sk + pavadinimas();
14
15    cout << c << endl;
16 }
17
```

```
*main.cpp ×
1 #include <iostream>
2 using namespace std;
3
4 int pavadinimas(int a, int b) {
5     int c = a + b;
6
7     return c;
8 }
9
10 int main()
11 {
12    int sk = 4;
13    int c;
14
15    c = sk + pavadinimas(2,3);
16
17    cout << c << endl;
18 }
19
```

11. pamoka. Funkcijas deklaravimas.

```
main.cpp X
1 #include <iostream>
2 using namespace std;
3
4 void pirma();
5
6 int main()
7 {
8     pirma();
9 }
10
11 void pirma() {
12     cout << "Ās esu funkcija" << endl;
13 }
14
```

```
*main.cpp X
1 #include <iostream>
2 using namespace std;
3
4 void pirma(int a);
5
6 int main()
7 {
8     pirma(12);
9 }
10
11 void pirma(int a) {
12     cout << "Ās esu funkcija" << endl;
13 }
```

12. Aritmetiniai operatoriai (18)

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     int x = 10;
6
7     x /= 5;
8
9     cout << x << endl;
10}
11
```

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     int x = 10;
6
7     x += 5;
8
9     cout << x << endl;
10}
11
```

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     int x = 10;
6
7     x *= 5;
8
9     cout << x << endl;
10}
11
```

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     int x = 10;
6
7     x -= 5;
8
9     cout << x << endl;
10}
11
```

The image shows two side-by-side code editors. Both editors have identical code:`1 #include <iostream>
2 using namespace std;
3
4 int main() {
5 int x = 10;
6
7 cout << ++x << endl;
8 }
9
10
11`

The first editor on the left highlights the variable 'x' in the main function with a green vertical bar. The second editor on the right highlights the same variable 'x' with a yellow vertical bar, indicating it is a different variable due to scope.

Below the code editors is a taskbar with two windows open:

- C:\> "C:\Documents and Settings\CauseMy D
- 9

13. pamoka. Globalus ir lokalus kintamieji.

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

int masina = 100;

void fcija();

int main() {
    cout << masina << endl;
    fcija();
}

void fcija() {
    cout << masina << endl;
}
```

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

int masina = 100;

int main() {
    masina = 20;

    cout << masina << endl;
}
```

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

int masina = 100;

int main() {
    string masina = "BMW";

    cout << masina << endl;
}
```

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

int masina = 100;

int main() {
    string masina = "BMW";

    cout << ::masina << endl;
}
```