

Ex. 3.1a

```
#include <iostream>
using namespace std;
int main()
{ /* opening brace */
  cout << "Hello there.\n"; /* output a string to the screen */
  cout << "Here is 5: " << 5 << "\n"; /* output a string, an integer, a
newline character to the screen */
  cout << "endl writes a new line to the screen."; /* output a string to
the screen */
  cout << /* displayed item can be put in another line */
  endl;
  cout << "Here is a very big number:\t" << 70000 << endl;
  cout << "Here is the sum of 8 and 5:\t" << 8+5 << endl;
  cout << "Here's a fraction:\t\t" << (float) 5/8 << endl;
  cout << "And a very very big number:\t";
  cout << (double) 7000*7000 <<
  endl;
  cout << "Replace Frank with your name...\n";
  cout << "Frank is a C++ programmer!\n";
  cout << "My name is " << "Frank" << "; my age is " << 42 << endl;
  return 0;
}
```

Ex. 3.1b

```
#include <iostream>
using namespace std;
// Function for calculating square of z
int Square (int z)
{
  cout << "In Square(),received " << z << "\n";
  return (z*z);
}
int Add (int x, int y)
{  cout << "In Add(),received "<<x<<" and "<<y<<"\n";
   return(x+y);
}
int main()
{
  cout << "I'm in main()!\n";
  int a,b,c, d;
  cout << "Enter two numbers: ";
  cin >> a;
  cin >> b;
  cout << "\nCalling Add()\n";
  c = Add(a,b);
  cout << "\nBack in main().\n";
  cout << "c was set to " << c;

  // Statements added to get the square of z by calling Square()
  cout << "\nCalling Square()\n";
  d = Square(c);
  cout << "\nBack in main(). \n";
  cout << "d was set to " << d;

  cout << "\nExiting...\n\n";
  return 0;
}
```