Institucioni i Arsimit
UNIVERSITAR AAB

FAKULTETI I SHKENCAVE KOMPJUTERIKE

MSc Menduh ÇERKEZI

DEKLARIMI I UNAZËS for

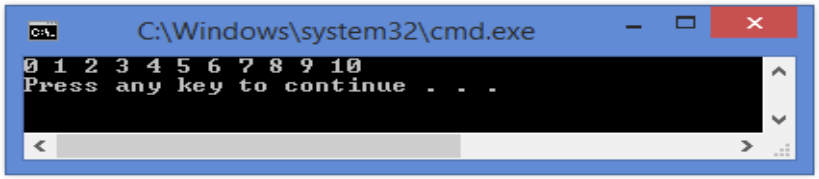
```
#include <iostream>;
using namespace std;
int main()
{
    for(int i =0; i <= 10;i=i+1)
        cout << i << " ";

    cout << endl;
    return 0;
}
```

BRENDA UNAZES VLERA E VARIABLES i DUHET TE JETE ME E VOGEL OSE BARAZI ME 10; PERNDRYSHE UNAZA E NDERPREN PUNEN

- DEKLARIMI I UNAZES FOR, ME VLEREN FILLESTARE i = 0;
- DUKE E NGRIT VLEREN E VARIABLES i PER NJE i = i+ 1.

PASI TE SHTYPET VLERA AKTUALE E VARIABLES i VENDOSET NJE HAPESIRE.

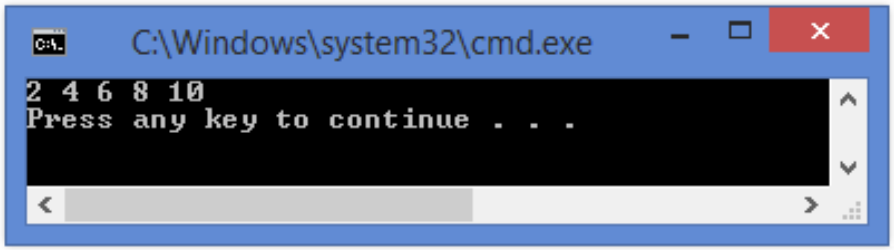
VLERA AKTUALE E VARIABLES i GJATE EKZEKUTIMIT TE UNAZES for.



SHTYPJA E NUMRAVE ÇIFT PËRMES UNAZËS for

```
1  //SHTYPJA E NUMRAVE CIFT
2  #include <iostream>;
3  using namespace std;
4  int main()
5  {
6      for(int i =2; i <= 10;i=i+2)
7          cout << i << " ";
8
9
10     cout << endl;
11     return 0;
12 }
13
```

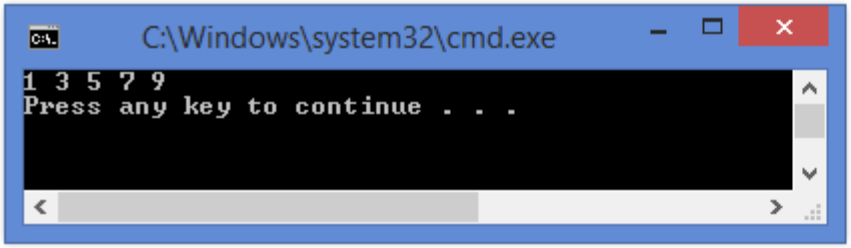
PER TE SHTYP NUMRA ÇIFT; VLERA FILLESARE E VARIABLES i DUHET TE JETE i=2 DHE TE NGRITET PER DY i = i + 2.



SHTYPJA E NUMRAVE TEK PËRMES UNAZËS for

```
1  //SHTYPJA E NUMRAVE TEK
2  #include <iostream>;
3  using namespace std;
4  int main()
5  {
6      for(int i =1; i <= 10;i=i+2)
7          cout << i << " ";
8
9
10     cout << endl;
11     return 0;
12 }
13
```

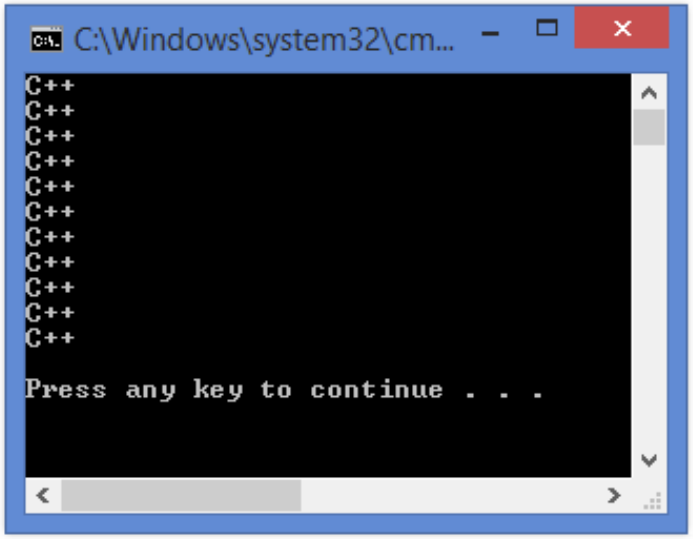
PER NUMRAT TEK; VLERA FILLESTARE E VARIABLES i ESHTE i = 1; DHE NGRITET PER i = i + 2



SHTYPJA E TEKSTIT PËRMES UNAZËS for

```
1  //SHTYPJA E TEKSTIT
2  #include <iostream>;
3  using namespace std;
4  int main()
5  {
6      for(int i =0; i <= 10;i=i++)
7          cout << "C++\n";
8
9
10     cout << endl;
11     return 0;
12 }
13
```

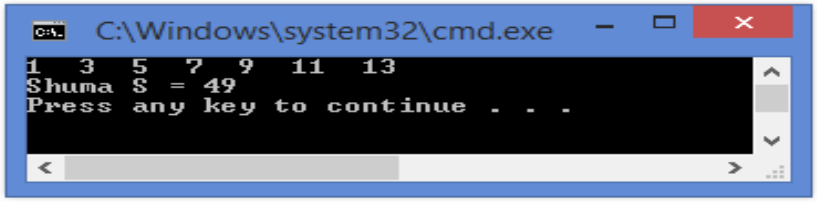
KETU TEKTI "C++" ESHTE SHTYPUR 11 HERE;
DUKE FILLUAR PREJ 0 DERI 10.



LLOGARITJA E SHUMËS SË NUMRAVE TEK PËRMES UNAZËS for

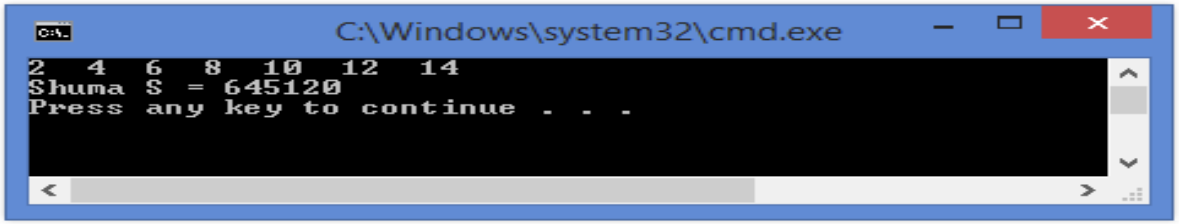
```
1  //SHUME E NUMRAVE TEK
2  //1 + 3 + 5 + 7 + 9 + 11 + 13 = 49
3  #include <iostream>;
4  #include <iomanip>
5  using namespace std;
6
7  int main()
8  {
9      int i, S;
10
11     S = 0;
12     for(i=1; i< 15; i=i+2)
13     {
14         cout << i << "  ";
15         S = S + i;
16     }
17     cout << "\nShuma S = " << S << "\n";
18     return 0;
19 }
20
21
```

PËR:
i = **1** => S = 0 + **1**;
i = **3** => S = 1 + **3**;
i = **5** => S = 4 + **5**;
i = **7** => S = 9 + **7**;
i = **9** => S = 16 + **9**;
i = **11** => S = 25 + **11**;
i = **13** => S = 36 + **13** = 49;



LLOGARITJA E PRODHIMIT TË NUMRAVE ÇIFT PËRMES UNAZËS for

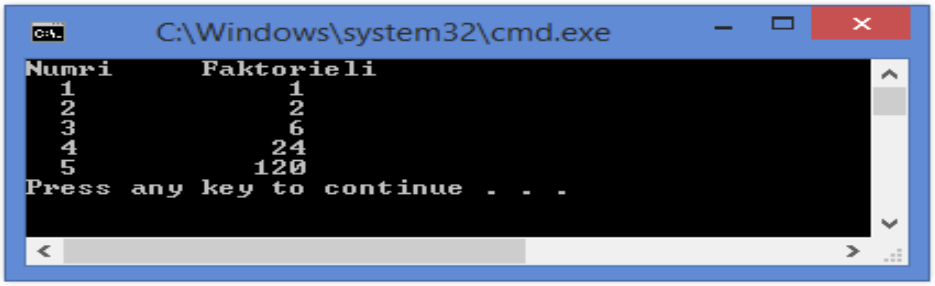
```
1  //PRODHIMI E NUMRAVE ÇIFT
2  //2 * 4 * 6 * 8 * 10 * 12 * 14 = 645120
3  #include <iostream>;
4  #include <iomanip>
5  using namespace std;
6
7  int main()
8  {
9       int i, P;
10
11      P = 1;
12      for(i=2; i< 15; i=i+2)
13      {
14          cout << i << "   ";
15          P = P * i;
16      }
17      cout << "\nShuma S = " << P << "\n";
18      return 0;
19 }
20
21
```



LLOGARITJA E FAKTORIELIT PËRMES UNAZËS for

```
1  //FAKTORIELI
2  #include <iostream>;
3  #include <iomanip>
4  using namespace std;
5
6  int main()
7  {
8      int i, F;
9      cout << "Numri" << setw(16) << "Faktorieli\n";
10
11     F = 1;
12     for(i=1; i <= 5; i=i++)
13     {
14         F = F * i;
15         cout << setw(3) << i << setw(13)  << F << "\n";
16
17     }
18
19     return 0;
20 }
21
22
```

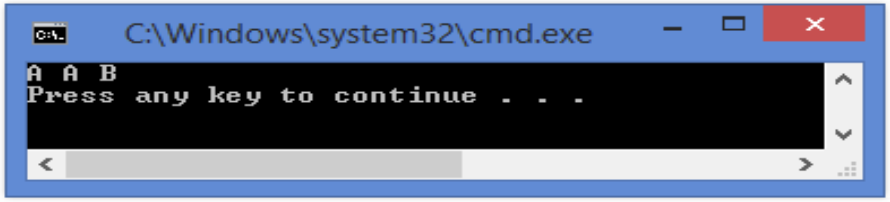
PËR:
i = **1** => F = 1***1**;
i = **2** => F = 1***2**;
i = **3** => F = 2***3**;
i = **4** => F = 6***4**;
i = **5** => F = 24***5**;



SHTYPJA E ANËTERËVE TË VEKTORËVE PËRMES UNAZËS for

```
1  //shtypja e anetareve te vektoreve
2  #include <iostream>;
3  using namespace std;
4
5  int main()
6  {
7      char A[5] = {'A', 'A', 'B'};
8
9
10     for(int i=0; i< 3; i++)
11         cout << A[i] << " ";
12
13
14     cout << "\n";
15     return 0;
16 }
17
18
```

PËR:
i=0 => A[0] = 'A'
i=1 => A[1] = 'A'
i=2 => A[2] = 'B'

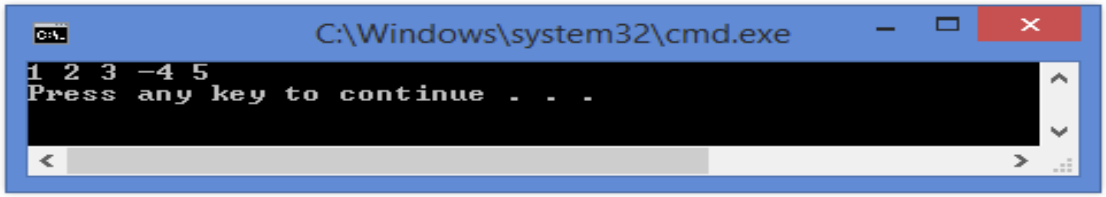


SHTYPJA E ANËTERËVE TË VEKTORËVE PËRMES UNAZËS for

```
1  //shtypja e anetareve te vektoreve
2  #include <iostream>;
3  using namespace std;
4
5  int main()
6  {
7      int A[5] = {1, 2, 3, -4, 5};
8
9
10     for(int i=0; i< 5; i++)
11         cout << A[i] << " ";
12
13
14     cout << "\n";
15     return 0;
16 }
17
18
```

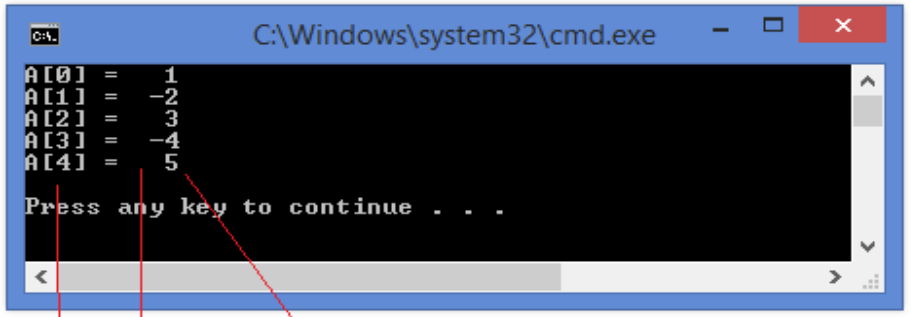
Indekset e vektorit A:
0 1 2 3 4

PËR:
i = 0 => A[0]
i = 1 => A[1]
i = 2 => A[2]
i = 3 => A[3]
i = 4 => A[4]



SHTYPJA E ANËTERËVE TË VEKTORËVE PËRMES UNAZËS for

```
1  //shtypja e anetareve
2  #include <iostream>;
3  #include <iomanip>
4  using namespace std;
5
6  int main()
7  {
8      int A[5] = {1, -2, 3, -4, 5};
9
10
11     for(int i=0; i< 5; i++)
12
13
14         cout << "A[" << i << "] = " << setw(3) << A[i] << endl;
15
16
17     cout << "\n";
18     return 0;
19 }
20
21
```

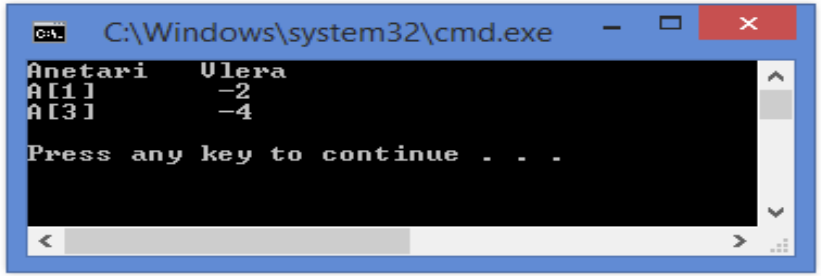


Hapesira

SHTYPJA E ANËTERËVE NEGATIVË TË VEKTORËVE PËRMES UNAZËS for

```
1  //shtypja e anetareve negative
2  #include <iostream>;
3  #include <iomanip>
4  using namespace std;
5
6  int main()
7  {
8      int A[5] = {1, -2, 3, -4, 5};
9      cout << "Anetari" << setw(9) <<"Vlera\n";
10
11     for(int i=0; i< 5; i++)
12     {
13         if(A[i] < 0)
14         cout << "A[" << i << "]" << setw(9) << A[i] << endl;
15
16     }
17     cout << "\n";
18     return 0;
19 }
20
21
```

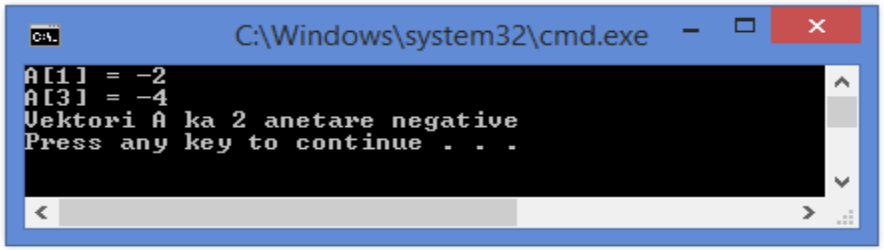
NESE VLERA E ANETARIT AKTUAL ESHTE NEGATIVE ATEHERE SHTYPE.



NUMËRIMI I ANËTERËVE NEGATIVË TË VEKTORËVE PËRMES UNAZËS for

```
1  //numrimi i anetareve negative ne Vektor
2  #include <iostream>;
3  #include <iomanip>
4  using namespace std;
5
6  int main()
7  {
8
9      int A[5] = {1, -2, 3, -4, 5};
10     int k = 0;
11
12     for(int i=0; i< 4; i++)
13     {
14         if(A[i] < 0)
15         {
16             k = k + 1;
17             cout << "A[" << i << "] = " << A[i] << "\n";
18
19         }
20
21     }
22
23     cout << "Vektori A ka " <<  k << " anetare negative" << "\n";
24     return 0;
25 }
26
```

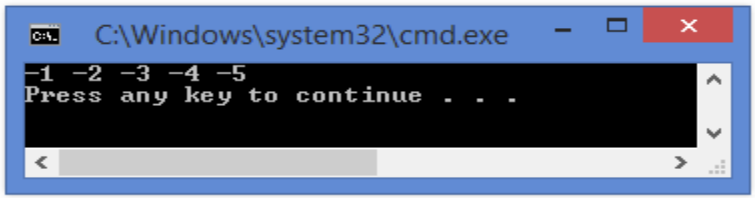
VARIABLE k ESHTE NUMRATORI I ANETAREVE NEGATIVE.



KONVERTIMI I TË GJITHA ANËTERËVE NË VLERË NEGATIVE TË VEKTORËVE PËRMES UNAZËS for

```
1  //Konvertimi i te gjitha anetareve ne vlera negative
2  #include <iostream>;
3  #include <iomanip>
4  using namespace std;
5
6  int main()
7  {
8      int A[5] = {1, -2, 3, -4, 5};
9
10     for(int i=0; i< 5; i++)
11     {
12         if(A[i] > 0)
13             A[i] = (-1)*A[i];
14
15         cout << A[i] << " ";
16     }
17     cout << "\n";
18     return 0;
19 }
20
21
```

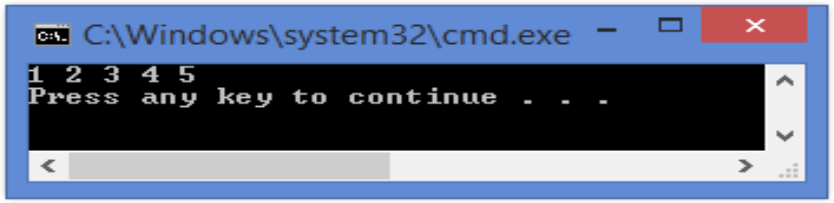
NËSE VLERA E ANËTARIT ESHTE POZITIVE ATËHERE BËJE NEGATIVE



KONVERTIMI I TË GJITHA ANËTERËVE NË VLERË POZITIVE TË VEKTORËVE PËRMES UNAZËS for

```
1  //Konvertimi i te gjitha anetareve ne vlera POZITIVE
2  #include <iostream>;
3  #include <iomanip>
4  using namespace std;
5
6  int main()
7  {
8      int A[5] = {1, -2, 3, -4, 5};
9
10     for(int i=0; i< 5; i++)
11     {
12         if(A[i] < 0)
13             A[i] = (-1)*A[i];
14
15         cout << A[i] << " ";
16     }
17     cout << "\n";
18     return 0;
19 }
20
21
```

NESE ANETARI ESHTE NEGATIVE ATEHERE BEJE POZITIVE.

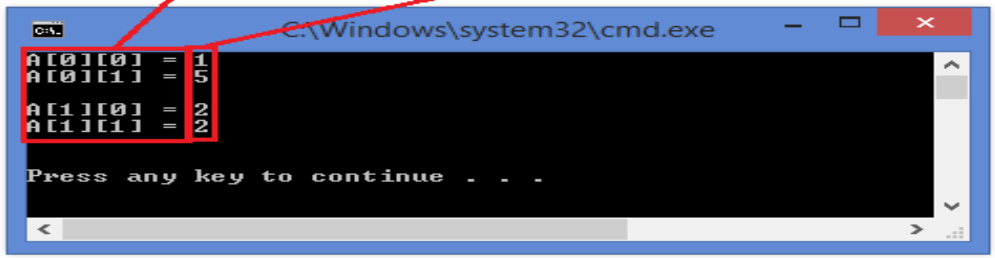


SHTYPJA E ANËTAREVE TË MATRICAVE PËRMES UNAZËS for

```
1  //shtypja e anetareve te matrices A
2  #include <iostream>;
3  #include <iomanip>
4  using namespace std;
5
6  int main()
7  {
8
9      int A[2][2] = {{1, 5},
10                    {2, 2} };
11
12
13     for(int i=0; i< 2; i++)
14     {
15         for(int j = 0; j<2;j++)
16         {
17         cout << "A[" << i << "][" << j << "] = " << A[i][j] << "\n";
18         }
19         cout << "\n";
20     }
21
22     cout << "\n";
23     return 0;
24 }
25
```

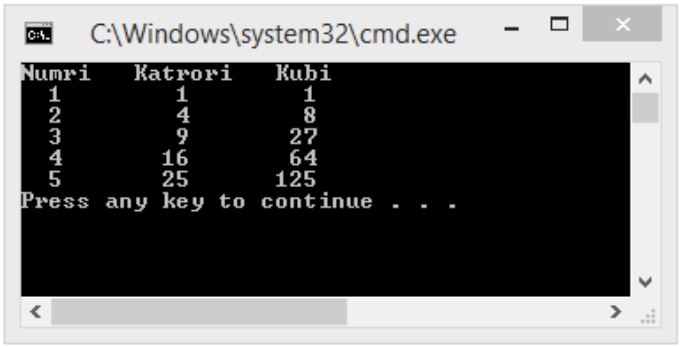
PËR:
i = 0 =>
j=0 => A[0][0] = 1
j=1 => A[0][1] = 5

i = 1 =>
j=0 => A[1][0] = 2
j=1 => A[1][1] = 2



SHTYPJA E PËRMES KOMANDËS setw() NË UNAZËN for

```
1  //Numri, Katrori dhe Kubi
2  #include <iostream>;
3  #include <iomanip>
4  using namespace std;
5
6  int main()
7  {
8      int i;
9      cout << "Numri" << setw(10) << "Katrori" << setw(8) << "Kubi\n";
10
11     for(i=1; i <= 5; i=i++)
12     {
13         cout << setw(3) << i << setw(9) << i*i << setw(9) << i*i*i <<  "\n";
14
15     }
16
17     return 0;
18 }
19
20
```



FALEMNDERIT

Pyetje?