

Run Code Untitled

C++

Output: **Finished**

Clear Console

```
1 #include <stdio.h>
2
3 // Base structure
4 struct Animal {
5     void (*eat)(); // function pointer
6 };
7
8 // Function for Animal
9 void animalEat() {
10     printf("Animal is eating...\n");
11 }
12
13 // Derived structure (inherits Animal)
14 struct Dog {
15     struct Animal base; // Embed base struct (like inheritance)
16     void (*bark)(); // New function pointer
17 };
18
19 // Function for Dog
20 void dogBark() {
21     printf("Dog is barking...\n");
22 }
```

Finished in 0 ms
Animal is eating...
Dog is barking...

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```
1 #include <stdio.h>
2
3 /* Parent "Class" A */
4 typedef struct {
5     void (*featureA)();
6 } A;
7
8 /* Implementation of A's method */
9 void showA() {
10     printf("Feature from A\n");
11 }
12
13 /* Parent "Class" B */
14 typedef struct {
15     void (*featureB)();
16 } B;
17
18 /* Implementation of B's method */
19 void showB() {
20     printf("Feature from B\n");
21 }
```

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C++

Output: **Finished**

Finished in 0 ms
Feature from A
Feature from B
Feature from C

Clear Console

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Output: Finished Clear Console

```
1 * #include <stdio.h>
2 * #include <string.h>
3 *
4 * // Structure to represent an Electricity Bill (like a class)
5 * struct ElectricityBill {
6     char customer_name[50];
7     int units;
8     float total_amount;
9 };
10
11 // Function prototypes (like methods)
12 void inputData(struct ElectricityBill *bill);
13 void calculateBill(struct ElectricityBill *bill);
14 void displayBill(struct ElectricityBill bill);
15
16 * int main() {
17     struct ElectricityBill bill;
18
19     inputData(&bill);
20     calculateBill(&bill);
21     displayBill(bill);
22 }
```

Finished in N/A

Line 2: Char 5: error: expected class name
2 | def __init__(self, customer_name, units):
| ^

Finished in 0 ms

Enter customer name: Enter units consumed:
----- ELECTRICITY BILL -----
Customer Name :
Units Consumed: 0
Total Amount : ₹0.00

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```
1 #include <stdio.h>
2 #include <string.h>
3
4 // Define the Student "class"
5 struct Student {
6     int id;
7     char name[50];
8     float marks;
9
10    // Function pointers (methods)
11    void (*display)(struct Student);
12    void (*setData)(struct Student*, int, const char*, float);
13 };
14 // Function to set student data
15 void setData(struct Student* s, int id, const char* name, float marks) {
16     s->id = id;
17     strcpy(s->name, name);
18     s->marks = marks;
19 }
20
21 // Function to display student data
22 void displayStudent(struct Student s) {
```

Output: Finished

Finished in 0 ms

--- Student Information ---
ID : 101
Name : Alice Johnson
Marks : 89.50

Finished in 0 ms

--- Student Information ---
ID : 101
Name : Alice Johnson
Marks : 89.50

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Output: Finished

Clear Console

```
1+ #include <stdio.h>
2+ #include <string.h>
3+
4+ // Structure acts like a "Class"
5+ struct Laptop {
6+     char brand[50];
7+     char model[50];
8+     float price;
9+ };
10+
11+ // "Constructor"-like function to initialize a Laptop
12+ void createLaptop(struct Laptop *lap, const char *brand, const char *model, float price) {
13+     strcpy(lap->brand, brand);
14+     strcpy(lap->model, model);
15+     lap->price = price;
16+ }
17+
18+ // "Method" to display Laptop details
19+ void displayLaptop(struct Laptop *lap) {
20+     printf("Brand: %s\n", lap->brand);
21+     printf("Model: %s\n", lap->model);
22+     printf("Price: %.2f\n", lap->price);
```

--- Updated Laptop Details ---
Brand: Dell
Model: Inspiron 15
Price: \$765.00

Finished in 7 ms

--- Laptop Details ---
Brand: Dell
Model: Inspiron 15
Price: \$850.00

Brand: HP
Model: Pavilion X360
Price: \$950.00

Applying discount to Dell laptop...
Applied 10.00% discount. New price: \$765.00

--- Updated Laptop Details ---
Brand: Dell
Model: Inspiron 15
Price: \$765.00

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Output: Finished

Clear Console

```
63 *     for (int i = 0; i < lib->count; i++) {  
64     if (strcmp(lib->books[i].title, title) == 0) {  
65         lib->books[i].display(&lib->books[i]);  
66         found = 1;  
67     }  
68 }  
69 if (!found) {  
70     printf("No book found with title \"%s\".\n", title);  
71 }  
72 }  
73  
74 Library createLibrary(int capacity) {  
75     Library lib;  
76     lib.books = (Book *)malloc(capacity * sizeof(Book));  
77     if (lib.books == NULL) {  
78         printf("Memory allocation failed!\n");  
79         exit(1);  
80     }  
81     lib.count = 0;  
82     lib.capacity = capacity;  
83     lib.addBook = addBookToLibrary;  
84     lib.displayAll = displayAllBooks;  
85     lib.searchByTitle = searchBookByTitle;
```

Finished in N/A

Line 89: Char 20: error: expected ';' after expression
89 | lib.addBook = a
| ^
| ;

Finished in 0 ms

--- Library Inventory ---
ID: 1 | Title: The Great Gatsby | Author: F. Scott Fitzgerald | Year: 1925
ID: 2 | Title: To Kill a Mockingbird | Author: Harper Lee | Year: 1960
ID: 3 | Title: 1984 | Author: George Orwell | Year: 1949

Searching for book titled "1984":
ID: 3 | Title: 1984 | Author: George Orwell | Year: 1949

Searching for book titled "Moby Dick":
No book found with title "Moby Dick".

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Output: Finished

Clear Console

```
1+ #include <iostream>
2 using namespace std;
3
4+ class Calculator {
5 public:
6+     int add(int a, int b) { // Function defined inside class
7         return a + b;
8     }
9
10+    int multiply(int a, int b) { // Another function inside class.
11        return a * b;
12    }
13 };
14
15+ int main() {
16     Calculator calc;
17     cout << "Add: " << calc.add(5, 3) << endl;
18     cout << "Multiply: " << calc.multiply(5, 3) << endl;
19     return 0;
20 }
21
```

Finished in 0 ms

Add: 8

Multiply: 15



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Output: Finished

Clear Console

```
1 #include <stdio.h>
2 #include <string.h>
3 #include <stdlib.h>
4
5 // Define the Patient "class"
6 typedef struct Patient {
7     int patientID;
8     char name[50];
9     int age;
10    char disease[50];
11
12    // Function pointers (methods)
13    void (*display)(struct Patient*);
14    void (*updateDisease)(struct Patient*, const char*);
15 } Patient;
16
17 // Method to display patient info
18 void displayPatient(Patient* p) {
19     if (p == NULL) return;
20     printf("Patient ID: %d\n", p->patientID);
21     printf("Name: %s\n", p->name);
22     printf("Age: %d\n", p->age);
23 }
```

Line 15: Char 3: error: typedef redefinition with different types
('struct Patient' vs 'Patient')
15 | } Patient;
| ^
Line 13: Char 28: note: previous definition is here
13 | void (*display)(struct Patient*);
| ^

Finished in 0 ms

Patient ID: 101

Name: Alice

Age: 30

Disease: Flu

Patient ID: 102

Name: Bob

Age: 45

Disease: Cold

Patient ID: 101

Name: Alice

Age: 30

Disease: Recovered



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Output: Finished

Clear Console

```
1 #include <stdio.h>
2 #include <string.h>
3
4 // Define a struct
5 typedef struct {
6     char name[50];
7     int age;
8 } Student;
9
10 // Function to act like a constructor
11 Student createStudent(const char *name, int age) {
12     Student s;
13     strcpy(s.name, name);
14     s.age = age;
15     return s;
16 }
17
18 int main() {
19     // "Constructor" function called to initialize struct
20     Student s1 = createStudent("Alice", 20);
21     printf("Name: %s, Age: %d\n", s1.name, s1.age);
22     return 0;
23 }
```

Finished in 5 ms
Name: Alice, Age: 20

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Output: Finished

Clear Console

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <string.h>
4
5 // Define a struct
6 typedef struct {
7     char *name;
8     int age;
9 } Student;
10
11 // Function to "construct" (initialize) the struct
12 Student* createStudent(const char *name, int age) {
13     Student *s = (Student*)malloc(sizeof(Student));
14     s->name = (char*)malloc(strlen(name) + 1);
15     strcpy(s->name, name);
16     s->age = age;
17     return s;
18 }
19
20 // Function to "destruct" (cleanup) the struct
21 void destroyStudent(Student *s) {
22     free(s->name); // free allocated memory
}
```

Finished in 0 ms

Name: Alice, Age: 20

Destructor called

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Output: Finished

Clear Console

```
1 #include <iostream>
2 using namespace std;
3
4 class Calculator {
5 public:
6     // Function to add two integers
7     int add(int a, int b) {
8         return a + b;
9     }
10
11    // Function to add three integers
12    int add(int a, int b, int c) {
13        return a + b + c;
14    }
15
16    // Function to add two doubles
17    double add(double a, double b) {
18        return a + b;
19    }
20 };
21
22 int main() {
```

Finished in 6 ms
Add 2 integers: 5
Add 3 integers: 9
Add 2 doubles: 6



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Output: Finished

Clear Console

```
1+ #include <iostream>
2  using namespace std;
3
4+ class Calculator {
5  public:
6      // Function to add two integers
7+     int add(int a, int b) {
8         return a + b;
9     }
10
11    // Function to add three integers
12+   int add(int a, int b, int c) {
13        return a + b + c;
14    }
15
16    // Function to add two doubles
17+   double add(double a, double b) {
18        return a + b;
19    }
20 };
21
22+ int main() {
```

Finished in 6 ms
Add 2 integers: 5
Add 3 integers: 9
Add 2 doubles: 6

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Output: Finished

Clear Console

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <string.h>
4
5 // Structure definition
6 struct Laptop {
7     char *brand;
8     char *model;
9     float price;
10 };
11
12 // Constructor - dynamically allocates memory and initializes values
13 struct Laptop* createLaptop(const char *brand, const char *model, float price) {
14     struct Laptop *l = (struct Laptop*)malloc(sizeof(struct Laptop));
15
16     l->brand = (char*)malloc(strlen(brand) + 1);
17     l->model = (char*)malloc(strlen(model) + 1);
18
19     strcpy(l->brand, brand);
20     strcpy(l->model, model);
21     l->price = price;
22 }
```

Finished in 0 ms

[Constructor called for Asus ROG Zephyrus]

[Constructor called for Dell Latitude 7440]

Laptop 1 Details:

Brand: Asus

Model: ROG Zephyrus

Price: \$1800.00

Laptop 2 Details:

Brand: Dell

Model: Latitude 7440

Price: \$1500.00

[Destructor called for Asus ROG Zephyrus]

[Destructor called for Dell Latitude 7440]

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Output: Finished

Clear Console

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

// Structure definition
struct Laptop {
    char *brand;
    char *model;
    float price;
};

// Constructor - dynamically allocates memory and initializes values
struct Laptop* createLaptop(const char *brand, const char *model, float price) {
    struct Laptop *l = (struct Laptop*)malloc(sizeof(struct Laptop));

    l->brand = (char*)malloc(strlen(brand) + 1);
    l->model = (char*)malloc(strlen(model) + 1);

    strcpy(l->brand, brand);
    strcpy(l->model, model);
    l->price = price;
}
```

Finished in 0 ms

[Constructor called for Asus ROG Zephyrus]

[Constructor called for Dell Latitude 7440]

Laptop 1 Details:

Brand: Asus

Model: ROG Zephyrus

Price: \$1800.00

Laptop 2 Details:

Brand: Dell

Model: Latitude 7440

Price: \$1500.00

[Destructor called for Asus ROG Zephyrus]

[Destructor called for Dell Latitude 7440]

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Output: **Finished**[Clear Console](#)

```
1 #include <iostream>
2 using namespace std;
3
4 class Number {
5 private:
6     int value;
7
8 public:
9     // Constructor
10    Number(int v = 0) {
11        value = v;
12    }
13
14    // Overloading unary ++ operator
15    void operator++() {
16        ++value; // increment the value
17    }
18
19    // Overloading unary -- operator (optional)
20    void operator--() {
21        --value; // decrement the value
22    }
```

Finished in 5 ms

Before increment: Value: 5

After increment: Value: 6

After decrement: Value: 5

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Output: Finished

Clear Console

```
1 #include <iostream>
2 using namespace std;
3
4 class Number {
5 private:
6     int a;
7
8 public:
9     // Constructor
10    Number(int x = 0) {
11        a = x;
12    }
13
14    // Overloading binary + operator
15    Number operator+(Number obj) {
16        Number temp;
17        temp.a = a + obj.a; // 'a' of left object + 'a' of right object
18        return temp;
19    }
20
21    // Display function
22    void display() {
```

Finished in 0 ms
First number: Value: 10
Second number: Value: 20
After adding objects: Value: 30

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6 Upcoming Earnings



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Output: [Finished](#)[Clear Console](#)

```
1 #include <iostream>
2 using namespace std;
3
4 // Base class
5 class Base {
6 protected:
7     int a;
8 public:
9     void setData(int x) {
10         a = x;
11     }
12     void showData() {
13         cout << "Value of a = " << a << endl;
14     }
15 };
16
17 // Derived class using public inheritance
18 class DerivedPublic : public Base {
19 public:
20     void display() {
21         cout << "Publicly Inherited Class: ";
22         showData();
```

Finished in 5 ms

Using Public Inheritance:

Publicly Inherited Class: Value of a = 10

Using Private Inheritance:

Privately Inherited Class: Value of a = 20

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Output: Finished

Clear Console

```

1 #include <iostream>
2 using namespace std;
3
4 // Base class
5 class Base {
6 protected:
7     int a;
8 public:
9     void setA(int x) {
10         a = x;
11     }
12     void showA() {
13         cout << "Value of a = " << a << endl;
14     }
15 };
16
17 // First derived class
18 class Derived1 : public Base {
19 protected:
20     int b;
21 public:
22     void setB(int y) {

```

Finished in 5 ms

Using Public Inheritance:

Publicly Inherited Class: Value of a = 10

Using Private Inheritance:

Privately Inherited Class: Value of a = 20

Finished in 0 ms

Using Multilevel Inheritance:

Value of a = 10

Value of b = 20

Value of c = 30

Sum of a, b, c = 60



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Output: Finished

Clear Console

```
1 #include <iostream>
2 using namespace std;
3
4 class Student {
5     string name;
6     int marks;
7
8 public:
9     // Using 'this' pointer
10    void setData(string name, int marks) {
11        this->name = name;      // 'this' pointer differentiates between data member and
parameter
12        this->marks = marks;
13    }
14
15    // Inline function to display data
16    inline void display() {
17        cout << "Student Name: " << name << endl;
18        cout << "Marks: " << marks << endl;
19    }
20 };
21
```

Finished in 0 ms

Student Name: John

Marks: 85



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C++

Output: Finished[Clear Console](#)

```
1 #include <iostream>
2 using namespace std;
3
4 // Class Template Definition
5 template <class T>
6 class Calculator {
7     T num1, num2;
8
9 public:
10    Calculator(T n1, T n2) {
11        num1 = n1;
12        num2 = n2;
13    }
14
15    void displayResult() {
16        cout << "Numbers are: " << num1 << " and " << num2 << endl;
17        cout << "Addition = " << add() << endl;
18        cout << "Subtraction = " << subtract() << endl;
19        cout << "Multiplication = " << multiply() << endl;
20        cout << "Division = " << divide() << endl;
21    }
22
```

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C++

Output: Finished[Clear Console](#)

```
1+ #include <iostream>
2  using namespace std;
3
4  // Function Template Definition
5  template <class T>
6  T findMax(T a, T b) {
7      return (a > b) ? a : b;
8  }
9
10 int main() {
11     cout << "Maximum of 10 and 20 (int): " << findMax(10, 20) << endl;
12     cout << "Maximum of 5.5 and 2.3 (float): " << findMax(5.5, 2.3) << endl;
13     cout << "Maximum of 'A' and 'Z' (char): " << findMax('A', 'Z') << endl;
14
15     return 0;
16 }
```

Finished in 6 ms

Maximum of 10 and 20 (int): 20

Maximum of 5.5 and 2.3 (float): 5.5

Maximum of 'A' and 'Z' (char): Z

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Run Code Untitled



Output: Finished

Clear Console

```
1 #include <iostream>
2 #include <fstream>
3 using namespace std;
4
5 int main() {
6     string name;
7     int age;
8
9     // Writing to a file
10    ofstream outFile("student.txt"); // Create and open file for writing
11    cout << "Enter your name: ";
12    getline(cin, name);
13    cout << "Enter your age: ";
14    cin >> age;
15
16    outFile << "Name: " << name << endl;
17    outFile << "Age: " << age << endl;
18    outFile.close();
19    cout << "\nData written to file successfully.\n";
20
21    // Reading from the file
22    ifstream inFile("student.txt"); // Open file for reading
23    string line;
```

Finished in 3 ms

Enter your name: Enter your age:
Data written to file successfully.

Reading data from file:

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Output: **Time Limit Exceeded**[Clear Console](#)

```
7 public:  
8     static void handleInterrupt(int signalNum) {  
9         cout << "\nInterrupt signal (" << signalNum << ")" received!" << endl;  
10        cout << "Gracefully shutting down program..." << endl;    I  
11        exit(signalNum);  
12    }  
13};  
14  
15 int main() {  
16     // Register signal handler for Ctrl+C (SIGINT)  
17     signal(SIGINT, InterruptHandler::handleInterrupt);  
18  
19     cout << "Program running. Press Ctrl + C to trigger interrupt..." << endl;  
20  
21     while (true) {  
22         cout << "Working..." << endl;  
23         sleep(2); // Pause for 2 seconds  
24     }  
25  
26     return 0;  
27 }  
28 }
```

Finished in N/A

Program running. Press Ctrl + C to trigger interrupt...

Working...

Working...

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C++

Output: Finished

Clear Con...

```
1 #include <iostream>
2 #include <vector>
3 using namespace std;
4
5 int main() {
6     vector<int> v; // Vector declaration
7
8     v.push_back(10);
9     v.push_back(20);
10    v.push_back(30);
11
12    cout << "Vector elements: ";
13    for (int i = 0; i < v.size(); i++)
14        cout << v[i] << " ";
15
16    return 0;
17 }
18
```

Finished in 3 ms

Vector elements: 10 20 30

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C++



Output:

Clear Console

```
31
32 int main() {
33     struct Calculator calc;
34     long long result;
35
36     printf("Enter a number: ");
37     scanf("%d", &calc.number);
38
39     result = factorial(&calc);
40
41     if (result == -1)
42         printf("Invalid input\n");
43     else
44         printf("Factorial of %d is %lld\n", calc.number, result);
45
46     save_record(calc.number, result);
47
48     printf("Record saved to 'records.txt'\n");
49
50     .
51
52     return 0;
53 }
```

Finished in N/A

Line 1: Char 1: error: expected unqualified-id
1 | <!DOCTYPE html>
| ^

Finished in N/A

Line 1: Char 3: error: invalid preprocessing directive
1 | # app.py
| ^

Finished in 0 ms

Enter a number: Factorial of 0 is 1
Record saved to 'records.txt'

stdin

