

(A)

# Assignment (1)

Course : Object Oriented programming  
using C++.

Name :-

Course Code : CAP 444

Name : Jayshri Lal Pandit

Reg. Id : 12111670

Roll No. : RD2122A103

Section : D2112



① Why copy constructor is required?  
Can we overload constructor in C++?  
Discuss with the help of example.

Ans:- When we create a new object as a copy of an existing object no other any constructor do this task that why copy constructor is required in C++.

A copy constructor is member function that initializes an object using another object of the same class. A copy constructor has, copy an object to pass it as an argument to a function and copy an object to return it from a function.

Syntax:- classname (const classname obj)

{

// body of constructor

}

/\* Demo program to illustrate copy constructor \*/

#include <iostream>

using namespace std;



Class copy

{

public:

private:

int x, y;

public:

copy (int x1, int y1) // copy constructor

{

x = x1;

y = y1;

}

// copy constructor

copy (const & c1)

{

x = c1.x;

y = c1.y;

}

int getdatax ()

{

return x;

}

int getdatay ()

{

return y;



(3)

Ajanja

Page No.

Date

```
}  
};  
int main()  
{  
    Copy c1(10, 15); // Normal constructor is called  
    Copy c2 = c1; // copy constructor is called  
    cout << "C1.X = " << c1.GetDataX() << ", C1.Y = "  
        << c1.GetDataY();  
    cout << "\n C2.X = " << c2.GetDataX() << " C2.Y = "  
        << c2.GetDataY();  
    return 0;  
}
```

Output:

C1.X = 10 , C1.Y = 15

C2.X = 10 , C2.Y = 15

In C++, we have more than one constructor in a class with same name. Each has a different list of arguments. This concept is known as ~~operator~~ <sup>constructor</sup> overloading.



④

/\* Demo program to illustrate constructor overloading \*/

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

```
class Construct
```

```
{
```

```
public:
```

```
float area;
```

```
// constructor with no parameters
```

```
Construct()
```

```
{
```

```
area = 0;
```

```
}
```

```
// constructor with two parameters
```

```
Construct(int a, int b)
```

```
{
```

```
area = a * b;
```

```
}
```

```
void Showdata()
```

```
{
```

```
cout << area << endl;
```

```
}
```



```
};
```

```
int main()
{
```

```
    construct Ob1;
```

```
    construct Ob2 (10, 20);
```

```
    Ob1.Showdata();
```

```
    Ob2.Showdata();
```

```
    return 1;
```

```
}
```

Output :

0

200

③ Differentiate between single and multiple inheritance. Also discuss about the ambiguity in the multiple inheritance. Give a program to solve the ambiguity.

Ans:- In C++, single inheritance and multiple inheritance are differences are given below :-



## Single Inheritance

## Multiple Inheritance

(i) Desired class inherits a single base class.

Desired class inherits two or more than two base class.

(ii) Syntax is :- class.  
desired\_class : access  
Specifier base class.

Syntax :- class name  
desired\_class :  
access\_specifier base-  
class1 ; access\_specifier  
base\_class2, - - -

(iii) Desired class access the features of single base class

Desired class access the combined features of inherited base classes

(iv) visibility of Single Inheritance is public, Private and protected

visibility is public, private and protected.

(v) It is require small amount of run time over head.

it require additional runtime overhead as compared to single inheritance.

(vi) It construct single Inheritance tree.

It construct directed Acyclic Graph (DAG)



(7)

Ambiguity comes in multiple inheritance when we call the function with derived class's object the compiler can't figure out which of the two functions is meant.

The base two base classes have functions with the same name, while a class derived from both base classes has no function with this name then ambiguity arises.

Ambiguity can be solved with the help of scope resolution operator (::).

Syntax :-

Objectname . BaseClassName :: function Name()

/\* Demo program to resolve ambiguity \*/

```
#include <iostream>
```

```
#include <conio.h>
```

```
class A
```

```
{  
    public:
```

```
    void show ()
```

```
{  
    cout << "CLASS A";
```

```
}
```

P.T.O



};

class B

{

public:

void show()

{

cout << "class B";

}

};

class C : public A, public B

{

};

void main()

{

C objC; // object of class C

~~objC~~

objC.show(); // give ambiguity

objC.A::show(); // ok

objC.B::show(); // ok



② Suppose there is software company and there are different departments like development, marketing, production and sales. CEO of the company want to know about the detail of the employees who are highly paid in each of department. Write a program using the concept of classes to implement the same.

Ans:- /\* Demo program to illustrate above concept \*/

```
#include <iostream>
```

```
using namespace std;
```

```
class Employee  
{
```

```
public:
```

```
    string name;
```

```
    double salary;
```

```
    string department;
```

```
    Employee()
```

```
{ }
```

```
    Employee (string n, double s, string d)
```

```
{
```

```
    name = n;
```

```
    salary = s;
```