LAB: 4 SAMPLE PROGRAM

(*)

A sample program finds the volume of different shapes by using the concept of function overloading.

Program:

```
#include < iostream >
using namespace std;
class shape{
public:
int volume(int);
double volume(double,int);
long volume(long,int,int);
};
int shape::volume(int r){ return 4*3.14*r*r*r/3;}
double shape::volume(double r,int h){return 3.14*r*r*h;}
long shape::volume(long l,int b,int h){return l*b*h;}
int main(){
shape sphere, cylinder, cube;
cout<<"volume of sphere is "<<sphere.volume(10)<<endl;</pre>
cout<<"volume if cylinder is "<<cylinder.volume(2.5,8)<<endl;</pre>
cout<<"volume of cube is "<<sphere.volume(100L,75,15)<<endl;</pre>
return 0;
}
```

output:

```
kashyap@kash:~/cpp/LAB_4
                   kashyap@kash:~/cpp/LAB 4 60x32
 kashyap@kash
                   cop cd LAB 4
 kashyap@kash
                                                     sample pr
a.out exel.cpp
                                 modification1.cpp
  sample prog.cpp
 kashyap@kash
                               g++ sample prog.cpp
 kashyap@kash
                                ./a.out
volume of sphere is
volume if cylinder is
volume of cube is
 kashvap@kash
```

modification:

Modify the above program to include a function Area which can calculate the surface areas of a sphere, a cylinder or a cube using the concept of function overloading.

Program:

```
#include<iostream>
using namespace std;
class shape{
public:
int area(int);
double area(double,int);
long area(long,int,int);
};
int shape::area(int r){ return 4*3.14*r*r;}
double shape::area(double r,int h){return (3.14*r*h+2*3.14*r*r);}
long shape::area(long l,int b,int h){return (2*l*b+2*b*b+2*h*l);}
int main(){
shape sphere, cylinder, cube;
cout<<"area of sphere is\n"<<sphere.area(10)<<endl;
cout<<"area if cylinder is\n"<<cylinder.area(2.5,8)<<endl;</pre>
cout << "area of cube is\n" << sphere.area(100L,75,15) << endl;
return 0:
}
```

output: