Practical Questions:

Q1. Imagine a tollbooth at a bridge. Carspassing by the booth are expected to pay five-rupee toll. Mostly they do, but sometimes a car go by without paying. The tollbooth keeps track of the number of cars that have gone by and of the total amount of money collected.

Model this tollbooth with class (say TollBooth). The two data members to hold number of cars and amount of money collected. The constructor may initialize both these to 0. A member function (say payingCar() increments the car total and adds 5 to the cash total, while another member function (say noPayCar()) increments the car total but adds nothing to the cash total. Finally member function display() displays the two totals.

Hint: allow user to press a particular key to indicate a paying car and another key to indicate non paying car.

Q2. Define a class to represent a bank account. Include the following members:

Data Members:

i) Name of the account holder

ii) Account number

iii) Balance Amount is the account

Member functions:

i) Open an account

ii) Deposit and withdraw money

iii) Display account information

Write a program to test this class for 10 costumers. Make use of all three types of constructors (whenever appropriate).

- Q3. Create a class called Mountain with data members name, height and location. Use constructor that initialize the members to the values passed to it as parameters. A function cmpHeight() to compare height of two objects and function displayInfo() to display information of mountain. In main create two objects of the class mountain and display the information of mountain with greatest height.

Q4. Can Constructor be Overloaded? Explain with an example program.

Q5. Can destructor be Overloaded? If yes, explain with an example program