SET 26 (Classes and Objects)

1. Write a program to return the elements from an array which are more than mean of the array. Declare the array as the data member of class. Get the array from the users through the member function called getData. And class contains more member functions like getMean and getElements.

2. Write a program to find the principal diagonal Elements of a matrix. Declare a matrix as the data member of the class. Assign the matrix using the objects and the class contains a single method and returns the Principal Diagonal elements in an array from the method.

3. Write a program to find the sum of a matrix elements. Declare matrix as the data member of the class. Assign the matrix using the method getData and find the sum using a member function called getsum to return the sum to the main class.

4. Write a program to find the Multiplication of two matrices. Declare two matrices as the data member of the class. Assign a matrix using the method getData and another using object. And then find the Multiplication of two matrices through a member function called getProduct to return the Product matrix to the main class.

5.   Write a program to get the secondary Diagonal Elements of a matrix. Declare matrix as the data member of the class. Assign the matrix using the object and return the secondary Diagonal elements to the main class as an array.

6.   WAP to print sum of two complex numbers by using object as argument (by returning object, Pass two objects as arguments).

7.   WAP to print sum of two complex numbers by using object as argument (by returning object, Pass one objects as arguments).
8.   WAP to find sum of two days entities which contains entities like years, months, weeks and days.

9.   WAP to find absolute difference of time entities using arguments for objects.

10.   WAP to find the Distance between two points using objects as arguments by creating class called Point and another class called Distance.

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