

### SET 30 (Constructors)

1. WAP which contains an integer matrix of size 2x2 as a data member and assign the values to the matrix using parameterized constructor and create a method in the same class called getTranspose() which returns the transpose of the matrix to the Main class
2. WAP to create a class called matrix which contains an integer matrix of size 3x3 and assign the value to the matrix using parameterized constructor. Now send this object of this matrix class to the function called getNormTransnorm() of class called Transnorm and return the trans and normal by embedding into object of class called Datakeeper and print trans and normal at main.
3. WAP to create a two classes called Matrix1 and Matrix2 each class contains two data members as matrix of size 2x2 with parameterized constructor. Send the object of these two classes to a 3<sup>rd</sup> class called Addition where find the addition of these two matrix and return the addition at main.
4. WAP to swap the biggest and smallest elements of an array Where array will be the data member of a class. And pass the object as argument to the other class Called big small to find the biggest and smallest.( use constructors to load the objects)
5. WAP to insert an element in the array on the said position . where array, position and elements will be the data members of a class. And pass the object as argument to the other class Called Insert for the process.( use constructors to load the objects)
6. WAP to delete an element in the array on the said position . where array, element to be delete will be the data members of a class. And pass the object as argument to the other class Called Delete for the process.( use constructors to load the objects)
7. WAP to sort an array in ascending order and descending order for the two objects of class. Where array will be the data member of a class. And pass the object as argument to the other class Called Sort which contain two functions like ascending and descending .( use constructors to load the objects)
8. WAP to create a class called matrix which contains an integer matrix of size 3x3 and assign the value to the matrix using parameterized constructor. Now send this object of this matrix class to the function called getPrincipalElements() of class called Elements and return the elements in an array.
9. WAP to create a class called matrix which contains an integer matrix of size 3x3 and assign the value to the matrix using parameterized constructor. Now send this object of this matrix class to the function called getaboveSecondaryDiagonalElements() of class called Elements and return the elements in an array. and getBelowSecondaryDiagonalElements().
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11. WAP to create a class called matrix which contains an integer matrix of size 3x3 and assign the value to the matrix using parameterized constructor. Now send this object of this matrix class to the function called getBoundaryElements() of class called Elements and return the elements in an array.

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