Question no:1: Predict the output or Identify Error of the following programs.

```
#include <iostream>
                                                   1. class ABC {
                                                   int a, b;
using namespace std;
class ABC{
                                                   public:
int p;
                                                   ABC(int x = 15, int y) {
public:
                                                   a = x;
ABC () {
                                                   b = y; 
                                                   void display() {
p=0;
cout <<"inside constructor" << endl;}</pre>
                                                   cout <<"value of a "<<a <<"value of
                                                   b<<b;
~ABC() {
cout<< "inside destructor" << endl;</pre>
                                                   }};
}};
                                                   main() {
int main(){
                                                   ABC obj(10);
ABC *p = new ABC();
                                                   obj.display();
cout <<"terminating main method" << endl;</pre>
                                                   }
return 0;}
   2. Difference between shallow copy
                                                   3. Difference between aggregation,
       and Deep copy constructor.
                                                       association and composition.
```

Question no 2 (a): Complete Missing part of code

Question no 2 (b): What type of relationship exists between Library and Book? (Aggregation, Association, or Composition?).

```
#include <iostream>
using namespace std;
class Book {
  int bookId;
  string title, author;
public:
  Book(int id, string t, string a): bookId(id), title(t), author(a) {}
  int getId() { return bookId; }
  void display() {
    cout << "Book ID: " << bookId << ", Title: " << title << ", Author: " << author << endl; }};
class Library {
  int libraryId, bookCount, capacity;
  string libraryName;
  Book* books;</pre>
```

```
public:
  Library(int id, string name, int size): libraryId(id), libraryName(name), bookCount(0),
capacity(size) {
    books = new Book[capacity]; }
 void addBook(int id, string title, string author) {
   // TODO: Implement Book Addition Logic
 }
 void removeBook(int id) {
   // TODO: Implement Book Removal Logic
 }
 void displayLibrary() {
    cout << "Library ID: " << libraryId << ", Name: " << libraryName << endl;</pre>
   for (int i = 0; i < bookCount; i++) {
     books[i].display(); } }
 ~Library() { // TODO: Implement Destructor to Free Memory
 }};
main() {
  Library lib(1, "City Library", 3);
  lib.addBook(101, "The Great Gatsby", "F. Scott Fitzgerald");
  lib.addBook(102, "To Kill a Mockingbird", "Harper Lee");
  lib.displayLibrary();
  // TODO: Remove a book and handle memory cleanup
}
```