Aror University of Art, Architecture, Design & Heritage Sukkur.

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Department of Artificial Intelligence and Multimedia Gaming

Fundamentals of Programming (Fall-2023)

LAB No. 12

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Objective of Lab No. 12:
After performing lab 12, students will be able to:
- o   Define structures in C++
- o   Define data members and member functions of structures
- o   Assign and Access Members of Structure

Lab Exercises:

Task 1: Employee Payroll System

1. Create a structure named "Employee" containing employee ID, name, designation, and salary.
2. Create a member function called employee_info to display information about an employee.
3. In Main function create an array of type Employee having size 3, Input the details of 3 employees from the user.
4. Implement a function called employee_highest which takes an array of type Employee and displays the details of the employee having highest salary.

Task 2: Contact Management System

1. Define a structure named "Contact" with members for name, phone number, and email.
2. Develop functions to add a new contact, display all contacts, and search for a contact by name or phone number.

Task 3: Bank Account Management

1. Define a structure named "Account" containing account number, account holder name, and balance.

2. Develop functions for deposit, withdrawal, and display balance using this structure.

Task 4: Movie Database using Structures

1. Create a structure named "Movie" with members for title, director, year, and genre.
2. Create a member function called display_movie, to display information about a movie.
3. Write a program to input details for five movies and store them in an array of type "Movie".
4. Display movies released after a certain year entered by the user.