Question No 1:

C++ program to calculate the average marks of two students by using the concept of "passing objects as function argument".

Hint:

```
#include<iostream>

class Student {...};

void calculateAverage(Student s1, Student s2) {
    // code
}

int main() {
    ... ...
    calculateAverage(student1, student2);
    ... ...
}
```

Question No 2:

C++ program to display the marks of two subjects of a student by using the concept of "Returning objects from the function".

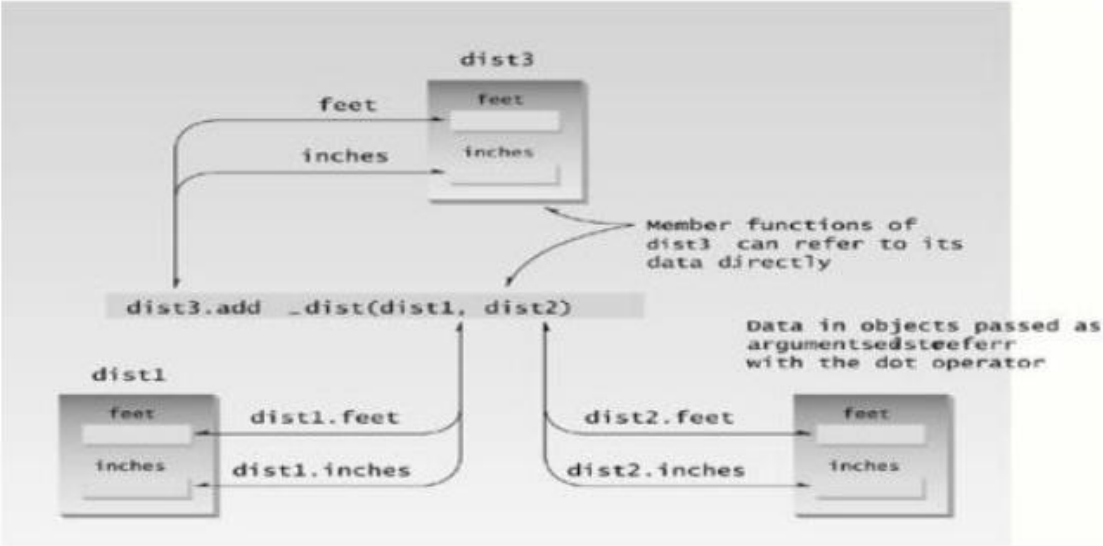
Hint:

```
#include<iostream>

class Student {...};

Student createStudent() {
    Student student;
    ... ...
    return student;
}

int main() {
    ... ...
    student1 = createStudent();
    ... ...
}
```

function call

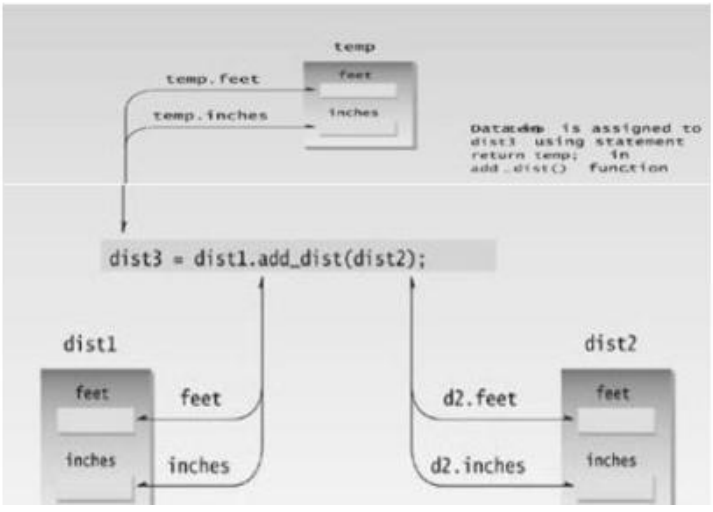
Question No 3:

Using the distance example, implement the following diagram, e.g. two data member feet, inches, and
Passing two objects as a function argument. Note: inches should not be increased then 12 (Hint:
if(inches >=12)
Passing object as function argument



Question No 4:

Using the distance example, implement the following diagram, e.g. two data member feet, inches, and
Passing two objects as a function argument.



Question No 5:

Write a program to overloading unary operators: increment (++) , in post-fix notation, by giving the following output. (Hint: two data member, obj++,). Note: also use the concept of returning unnamed object.

e.g. = obj= obj++;

The output may be like that, but not exactly

```
Enter Two Numbers :
20
30

After Decrementing :
A : 19
B : 29

After Incrementing :
A : 21
B : 31
```

Question No 6:

Write a program to overloading unary operators: decrement (- -) , in pre-fix notation, by giving the following output. (Hint: two data member, -- - obj). Note: also use the concept of returning unnamed object.

e.g= obj= -- obj;

The output may be like that, but not exactly

```
Enter Two Numbers :
20
30

After Decrementing :
A : 19
B : 29

After Incrementing :
A : 21
B : 31
```

Question No 7: Overload binary operator (-) by adding two objects and returning an object from the function.

Question No 8:

overload less than operator (<) by comparing two number

Question No 9:

Overload (- =) operator by doing obj -=obj2;