FAST, LHR(Mid-term Exam OOP 3A)

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Student Name	Roll No	Section	Q1 Marks	Q2 Marks	Total Marks	Version
			20	20	40	V2

NOTE:

You are given a main code for both questions

• Copy main code and implement

Q1 (marks: 20)

Implement a Cinema Class to run the following main A Cricket Stadium has the following attributes

- seating capacity
- spectator's list

Following are Member functions

- Parametrized Constructor
- Copy Constructor: 3 marks
- addSpectator(string name, int id): 1 marks
- removeSpectator(int id): 1 marks
- print
- destructor: 5 marks
- Code execution: 10 marks

```
CricketStadium *c1 = new CricketStadium(20); // cinema with 10 seats capacity
// you can only add 10 spectators
// if you try to add more member than capacity
// it will call the following function: exit(1)
for(int i=0; i < 20; i++){
    c1->addSpectator("babar azam",i);
}
// display movie list
// display spectator's list
c1->print()
// make sure you cannot add more than capacity
c1->addSpectator("babar azam",20);
c1->print()
// make sure your copy constructor is ok
CricketStadium c2 = *c1;
// make sure c2 has same contents
delete(c1);
c1 = NULL;
c2.print()
// make sure to remove all spectators
// if id does not exists, it should do nothing
for(int i=0; i < 21; i++){</pre>
    c2.removeSpectator(i);
}
// make sure there is no spectators
// it should print nothing
c2.print()
```

Q2 (marks: 20)

Zaeem wants to write an Namikaza database' for the following scenario Marking Scheme

• printAnatoDb: 10 marks

• allocate memory for matrix: 5 marks

• allocate memory for anato database: 5 marks

```
// write a function to print this database
void printAnatoDb(int *** anato_database, int size){
       // make sure to print all matrix
        // separated by new line
}
int main(int argc, char *argv[])
   int odd1[] = {1,3,5,1,3,5,1,3,5};
   int eve1[] = \{2,4,6,2,4,6,2,4,6\};
   int odd2[] = {13,15,17,19,21,23};
   int eve2[] = {14,16,18,20,22,24};
   // allocate memory for matrix1
   // so that we can store odd1 and even1 to matrix1
   // use for loop to write data to matrix
   int ** matrix1;
   // allocate memory for matrix2
   // so that we can store odd2 and even2 to matrix2
   // use for loop to write data to matrix
   int ** matrix2;
   // now store both of the matrix1 and matrix2 to anato_database
   // allocate memory fo anato_database so that
   // we can store matrix1 and matrix2 to this database
   int *** anato_database;
   // now call print_anato_db(anato_database, 2)
    // it will print matrix1, matrix2
   print_anato_db(anato_database, 2);
   return 0;
```