**OOP Lab Materials**

1. Write a program that prompts the user for their name and age, and then outputs a message that says "Hello, [name]! You are [age] years old."
2. Write a program that uses a for loop to output the numbers from 1 to 10.
3. Write a program that uses a while loop to output the numbers from 1 to 10.
4. Write a program that uses an array to store 5 integers, and then outputs the sum of those integers.
5. Write a program that defines a function that takes two integers as arguments and returns their sum. Then, call that function and output the result.
6. Write a program that define a function that takes two integers and a character as arguments and returns the result of the operation specified by the character. The possible characters are '+', '-', '\*', '/'.
7. Write a program that demonstrates function overloading by defining two functions with the same name but different parameter lists. One function should take two integers as arguments and return their sum, and the other function should take three integers as arguments and return their sum. Call both functions in the main () function and print the results.
8. Write a program that defines a function that takes two arguments: an integer and a string. The function should have a default argument for the string, so that if it is not provided when the function is called, the default value "Default String" will be used.
9. Write a program that demonstrates the use of the different storage classes in C++ (local, global, static, and extern). Define a variable with each storage class and print the value of the variable in the main () function.
10. Write a program that defines a function that takes an integer as an argument and returns a pointer to that integer.
11. Write a program that defines a function that takes a string as an argument and returns a reference to that string.
12. Write a program that defines an inline function that takes three integers as arguments and returns the maximum of those integers. Call this function in the main () function and print the result.
13. Write a program that defines a class for a rectangle with properties for length and width. The class should have methods for calculating the perimeter and area of the rectangle.
14. Write a program that defines a class for a bank account with properties for balance and holder name. The class should have methods for depositing and withdrawing money, as well as a method for displaying the account balance and holder name
15. Design a class to represent a bank account with data members name, account-number, account-type, and balance and functions to assign initial values, to deposit an amount, to withdraw an amount after checking balance, and to display the name and balance.
16. Create a copy constructor for the Person class that initializes an object with the values of another Person object passed as an argument.
17. Create a class called Distance with two data members inch and feet. Provide Constructor and different member function with the following operations.

* To input data for Distance objects.
* To show the data of Distance objects.
* Member function to add two Distance objects passed as object as function arguments leaving the result in the third Distance object and then display the result.

1. Write a program according to the specification given below:

- Create a class Account with data members acc no, balance, and min\_balance(static)

-Include methods for reading and displaying values of objects

- Define static member function to display min\_balance

-Create array of objects to store data of 5 accounts and read and display values of each object