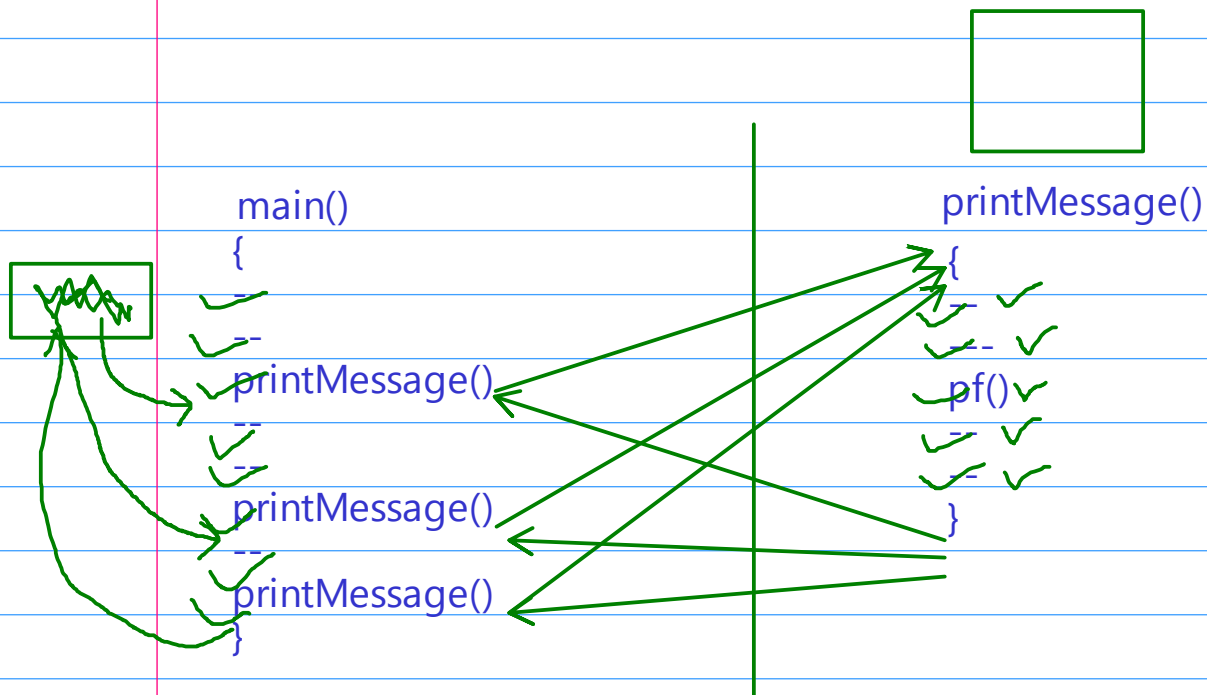


OOp -> C++ = C+oo

DAC -> cpp => 100 m 35%

FAR



#,%, \$

✓ void printValue(int a) | => printValue@int

✓ void printValue(int a, int b) 2 => printValue@int, int

✓ void printValue(char c) => printValue@char

✓ void printValue(int a, char c) => printValue@int, char

✓ void printValue(char c, int a) => printValue@char, int

1 bit

1, 0 int -> 32 bit 4 bytes

bool 8bit 1 byte

book
name
auth
pages
price
tech
roll ✕
sal ✕
dob ✕

time
hr
min
sec

accept()

this->hr

print()

t1

hr	min	sec
11	22	33

2200

t1.accept()

t2

hr	min	sec
9	54	45

3300

t2.accept()

t3

hr	min	sec
9	1	20

4400

t3.accept()

c

cpp

✓ struct time {
int hr, min, sec;
};
gb void accept(struct time *p) {
scanf("%d:%d:%d", &p->hr,
&p->min, &p->sec); 7700->hr
}
Main()
{
struct time t;
accept(&t);
}

hr min sec

9

7700

class time {
int hr, min, sec; ✓ const
void accept() { ✓ time *this
scanf("%d:%d:%d", &hr, &min,
&sec); &this->hr
} 8800->hr
};
Main()
{
time t;
t.accept();
}

hr min sec

9

8800

current object

- 1: basic concept
- 2: app /use
- 3: req

int n;
n=10
n=5
n ref
55
2200

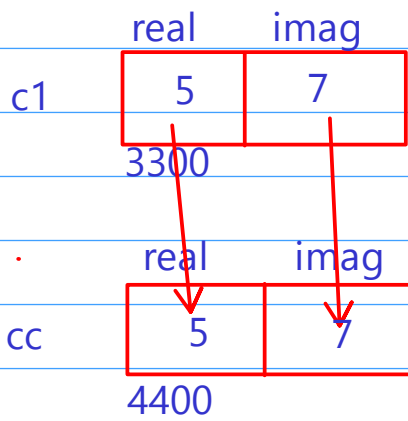
int& ref=n

ref=55;

ref -> 55

n -> 55

int n -> interger type vari
int* ptr -> int pointer type vari
int& -> ref type int vari



```
complex
{
```

```
    public:
```

```
    sum( complex& c2)
```

```
    {
```

```
        this-> // c1
```

```
        param -> // c2
```

```
    }
```

```
main()
```

```
{
    complex c1(7,6); ✓
```

```
    complex c2(3,2); ✓
```

```
    //c1.real+c2.real //
```

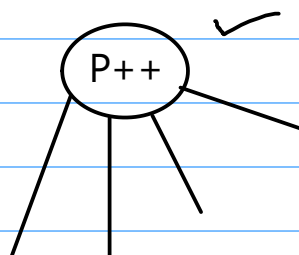
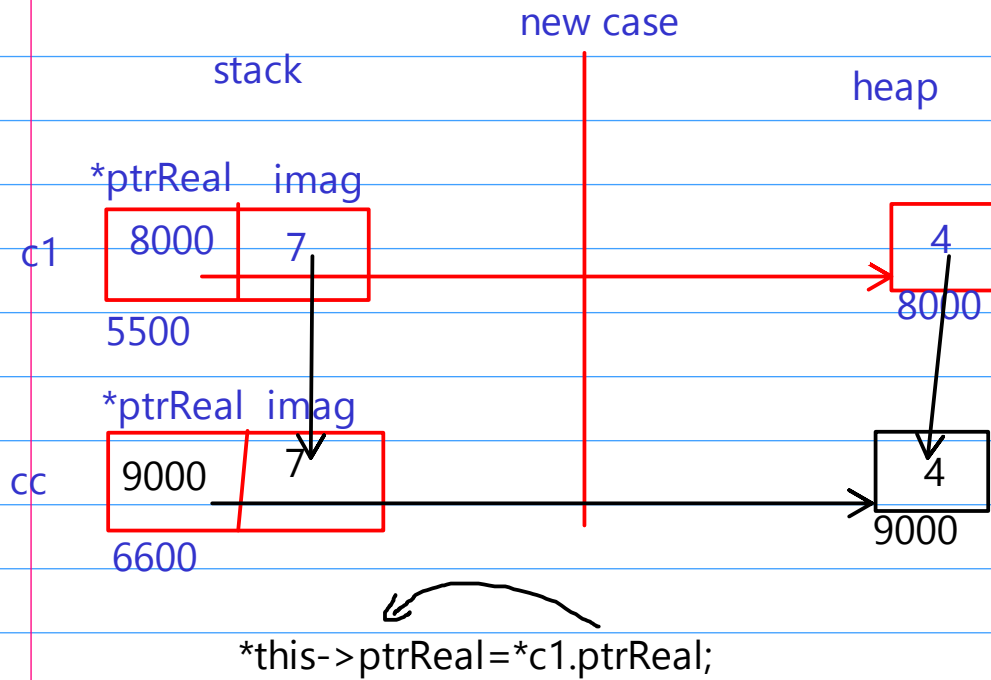
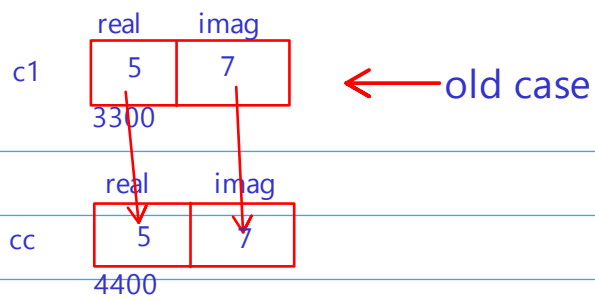
```
    c1.sum( c2)
```

current
obj

Quiz plan

26-04-2024 -> OOP_CPP_Quiz_2

27-04-2024 -> OOP_CPP_Quiz_3



✓ printf("\n Enter %d",age)

✓ printf(-----)

{

--

--

--

--

--

--

--

}

account a1;

a1.

account ✓

{

private:

--

--

--

--

--

--

--

fun1()

fun2()

pub:

deposit()

withdraw()

DM = 7 ✓

MF = 4 ✓

Quiz-4 30-4-2024

Quiz-5 1/5/2024

Quiz-6 1/5/2024

End module Quiz 3/5/2024

time ✓

hr ✓
min
sec

complex ✓

real ✓
imag ✓

engine

cc
fuel

car ✓

price ✓
engine e ✓

1

emp is-a person

person

age
name

printPerson() //2

emp : public person

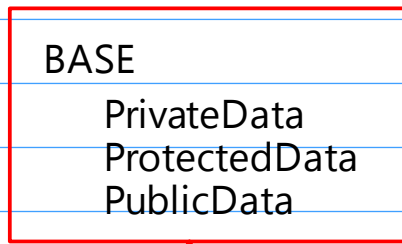
sal
empid

printEmp() //4
updateName()

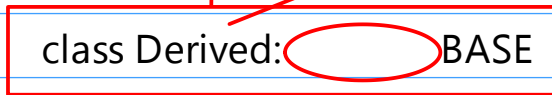
DM=4
MF =3
mb=7

DM=2
Mf=1
Mb=3

3



3



3

