WEEK 10(CSE-206)

1.Implement the following class *Bits* in such a way so that all operations in main function work perfectly.

int main(){

Bits b1, b2;

cin>>b1;

cin>>b2;

Bits b3 = //do Bitwise AND operation;

cout << "AND \t" << b3 << endl;

Bits b4 = //do Bitwise NAND operation ;

cout << "NAND \t" << b4 << endl;

Bits b5 = //do Bitwise OR operation;

cout << "OR \t" << b5 << endl;

Bits b6 =// do Bitwise NOR operation;

cout << "NOR \t" << b6 << endl;

Bits b7 = // do Bitwise XOR operation;

cout << "XOR \t" << b7 << endl;

Bits b8 = // do Bitwise XNOR operation ;

cout << "XNOR \t" << b8 << endl;

Bits b9 = //NOT operation;

cout << "NOT \t" << b9 << endl;

}

2.Consider a class of point. Declare 4 points p, q, r, s. Initialize the 4 points by, p (“A”, 5, 6),

q (“B”, -3, 4), r(“C”, 7, 14,), s (“D”, 18, 36)

Perform the following operations,

q = p++ ;

q = ++p ;

r = s--;

r= 2+s ;

After performing the operations, display the values of p, q, r, s in such a way that your output is in the following sequence.

Output:

A 5 6

A 7 8

D 18 36

D 19 37

3. Implement the following class *Complex* in such a way so that all operations in main function work perfectly.

class Complex {

int r, i;

public:

};

int main(){

Complex C1(1,2), C2(4,5), C3(1,2) ;

if (C1> C2) cout << “Greater”;

if (C1==C3) cout << “Equal”;

if (C1 < C2) cout << “Smaller”;

if (C1 != C2) cout << “Not Equal”;

}