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Subject: OOP with C++

lab sheet : 2

Date \_\_\_\_\_  
Page \_\_\_\_\_

1)

```
#include <iostream>
```

```
using namespace std;
```

```
struct date {
```

```
    int year, month, day;
```

```
};
```

```
void Printdate (date & d)
```

```
{
```

```
    cout << d.month << "/" << d.day << "/" << d.year << endl;
```

```
}
```

```
int main() {
```

```
    Date mydate;
```

```
    mydate.month = 11;
```

```
    mydate.year = 2024;
```

```
    mydate.day = 28;
```

```
    Printdate(mydate);
```

```
    return 0;
```

```
}
```



```
#include <iostream>
using namespace std;
float Convert (float&foot, float&inches)
{
    return foot * inches;
}
float Convert (float&foot, float inches = 12.0)
{
    return foot * inches;
}
float Convert (float foot = 10.0, inches = 12.0)
{
    return foot * inches;
}
int main ()
{
    float inches, foot;
    cout << "Enter foot" << endl;
    cin >> foot;
    cout << "Enter inches" << endl;
    cin >> inches;
    float convertedValue = Convert (foot); inches
    cout << convertedValue << endl;
    return 0;
}
```



```
3) #include <iostream>
    using namespace std;
    namespace square
    {
```

```
        int num;
        int fun (int x) {
            return x*x;
        }
```

```
    }
    namespace cube
```

```
    {
        int num;
        int fun (int x) {
            return x*x*x;
        }
```

```
    }
    using namespace square;
    int main ()
    {
```

```
        num = 3;
        cube::num = 4;
        cout << " cube of square::num " << cube::fun(num) << endl;
        cout << " Square of cube:: num " << fun(cube::num) << endl;
        return 0;
    }
```



4)

#include &lt;iostream&gt;

int &amp; temp (int t1, int t2)

{

if (t1 &gt; t2)

return t1;

else

return t2;

}

using namespace std;

int main ()

{

int t1, t2;

cout &lt;&lt; "Enter first temperature" &lt;&lt; endl;

cin &gt;&gt; t1;

cout &lt;&lt; "Enter second temperature" &lt;&lt; endl;

cin &gt;&gt; t2;

int &amp; larger = temp (t1, t2);

cout &lt;&lt; "The larger temperature is" &lt;&lt; larger;

return 0;

}



5)

```
#include <iostream>
using namespace std;
inline double PayableSalary (float salary, tax float tax = 10.0)
{
    float Payment;
    Payment = salary - salary * tax / 100;
    return Payment;
}

int main()
{
    float salary;
    cout << "Enter the salary " << endl;
    cin >> salary;
    cout << "The Salary Net by the company " << PayableSalary(salary)
    << endl;
    return 0;
}
```

6)

```
#include <iostream>
using namespace std;
double ceo (float p = 35000, int i)
{
    return p * i / 100;
}

double jo (float p = 25000, int i)
{
    return p * i / 100;
}
```



```
double sa ( float p = 24000, int i)
```

```
{
```

```
    return P * i / 100;
```

```
}
```

```
double programmer (float p = 18000, int i)
```

```
{
```

```
    return P * i / 100;
```

```
}
```

```
int main ( )
```

```
{
```

```
    int c = 9, i = 10, s = 12, p = 12;
```

```
    cout << "Salary in 2020 are " << endl;
```

```
    cout << "CEO = " << ceo(c) << endl;
```

```
    cout << "Information officer = " << fo(i) << endl;
```

```
    cout << "System analyst = " << sp(s) << endl;
```

```
    cout << "Programmer = " << programmer(p) << endl;
```

```
    return 0;
```

```
}
```