**Problems**

1. **#include<iostream>**

**Using namespace std;**

**Class A{**

**Public:**

**Int a;**

**Void modify\_a(int x){**

**a=x;**

**}**

**};**

**Int main(){**

**A a;**

**a.modify\_a(10);**

**cout<<a.a<<endl;**

**return 0;**

**}**

1. **#include<iostream>**

**Using namespace std;**

**Class A{**

**Public:**

**Int a,b;**

**A(int a, int b){**

**this->a=a;this->b=b;**

**}**

**Int getSum(){**

**Return (a+b);**

**}**

**};**

**Int main(){**

**A obj1(3,7);**

**A \*ptr;**

**Ptr=&obj1;**

**(\*ptr).a=5;**

**Cout<<obj1.getSum()<<endl;**

**return 0;**

**}**

1. **#include<iostream>**

**Using namespace std;**

**Class A{**

**Int a;**

**Public:**

**A(){**

**a=5;**

**}**

**friend void modify();**

**};**

**Void main(){**

**A obj1;**

**Cout<<”private member of class A,”<<obj1.a;**

**}**

**Int main(){**

**A obj1;**

**modify();**

**return 0;**

**}**

1. **#include<iostream>**

**Using namespace std;**

**Class Distance{**

**Private:**

**Int meter;**

**Friend int addFive(Distance);**

**Public:**

**Distance(){**

**Meter=0;}**

**};**

**Int addFive(Distance d){**

**d.meter +=5;**

**return d.meter;**

**}**

**Int main(){**

**Distance D;**

**Cout<<”Distance: “<<addFive(D);**

**Return 0;**

**}**

1. **#include<iostream>**

**Using namespace std;**

**Class A{**

**Int a;**

**Friend void modify(A &ob);**

**Public:**

**A(){**

**a=5;**

**}**

**Void get(){**

**Cout<<a<<endl;**

**}**

**};**

**Void modify (A &ob){**

**Ob.a+=13;**

**}**

**Int main(){**

**A obj;**

**Obj.get();**

**Modify(obj);**

**Obj.get();**

**Return 0;**

**}**

1. **#include<iostream>**

**Using namespace std;**

**Class A{**

**Const int a;**

**Int b;**

**Public:**

**A(int x,int y):a(x){**

**b=y;**

**}**

**Void inc() const{**

**Cout<<a<<b<<endl;**

**}**

**};**

**Int main(){**

**A obj(2,4);**

**Obj.inc();**

**Return 0;**

**}**

1. **.#include<iostream>**

**Using namespace std;**

**Class A{**

**Public:**

**Static int a;**

**Void increment(){**

**a++;**

**}**

**Int get(){**

**Return a;**

**}**

**};**

**Int A::a=10;**

**Int main(){**

**A obj1,obj2,obj3;**

**Obj1.increment();**

**Obj2.increment();**

**Obj3.increment();**

**Cout<<obj3.get()<<obj2.get()<<obj1.get()<<endl;**

**Return 0;**

**}**

1. **#include<iostream>**

**Using namespace std;**

**Class A{**

**Public:**

**Static int a;**

**Static void increment (){**

**a++;**

**}**

**Static int get(){**

**Return a;**

**}**

**};**

**Int A::a=10;**

**Int main(){**

**A obj1,obj2,obj3;**

**Obj1.increment();**

**Obj2.increment();**

**A::increment();**

**Cout<<obj3.get()<<endl;**

**Return 0;}**

**9.#include<iostream>**

**Using namespace std;**

**Class A{**

**Public:**

**Static int a;**

**Static void increment(){**

**a+=3;**

**}**

**Int get(A obj){**

**Return (a+obj.a);**

**}**

**};**

**Int A::a=10;**

**Int main(){**

**A obj1,obj2;**

**Obj1.increment();**

**Obj2.increment();**

**Cout<<obj2.get(obj1)<<endl;**

**Return 0;**

**}**

**10. #include<iostream>**

**Using namespace std;**

**Class A{**

**Public:**

**Static int a;**

**Static void increment(){**

**a+=3;**

**}**

**Int get(A obj){**

**Return (a+obj.a);**

**}**

**};**

**Int A::a=10;**

**Int main(){**

**A obj1;**

**Int \*ptr;**

**Ptr =&obj1.a;**

**\*ptr\*=2;**

**Cout<<obj1.get(obj1)<<endl;**

**Return 0;**

**}**