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1. First assignment

#include <iostream>

#include <cstring>

using namespace std;

class item

{

char itemcode[3];

char itemname[20];

float rate;

public:

item()

{

cout << "constructor called ";

strcpy(itemcode, "ab");

strcpy(itemname, "jind");

rate = 5.3;

}

item(const char a[3], const char b[20], float c)

{

cout << "parameter constructor called ";

strcpy(itemcode, a);

strcpy(itemname, b);

rate = c;

}

const char \*get\_itemcode()

{

return itemcode;

}

void set\_itemcode(const char \*x)

{

strcpy(itemcode, x);

}

const char \*get\_itemname()

{

return itemname;

}

void set\_itemname(const char \*y)

{

strcpy(itemname, y);

}

float get\_float()

{

return rate;

}

void set\_float(float z)

{

rate = z;

}

void display()

{

cout << "\n itemcode is:-" << itemcode << "\n itemname is :-" << itemname << "\n rate is:-" << rate << "\n";

}

};

int main()

{

item obj1;

obj1.display();

item obj2("AB", "XYZ", 30);

obj2.display();

return 0;

}

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**Assignment -2**

#include <iostream>

using namespace std;

class function\_overload

{

public:

void display(char arr[])

{

cout << arr << endl;

}

void display(char arr[], char arr2[])

{

cout << arr << arr2 << endl;

}

};

int main()

{

// assignment 2

char s[10] = "Prudent";

char s1[10] = "Academy";

function\_overload fc;

fc.display(s);

fc.display(s, s1);

return 0;

}

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**Assignment -3**

#include <iostream>

using namespace std;

class BankAcc

{

string name;

int Acc\_no;

string type;

int balance;

public:

BankAcc()

{

balance = 0;

Acc\_no = 0;

type = "";

name = "";

}

void deposit(int amount)

{

this->balance = this->balance + amount;

}

BankAcc(int acountno, int bal, string nam, string typ)

{

this->Acc\_no = acountno;

this->balance = bal;

this->name = nam;

this->type = typ;

}

void display()

{

cout << this->balance << endl;

cout << this->name << endl;

}

void withdraw(int am)

{

if (this->balance > am)

this->balance = this->balance - am;

}

void init(int acountno, int bal, string nam, string typ)

{

this->Acc\_no = acountno;

this->balance = bal;

this->name = nam;

this->type = typ;

}

~BankAcc()

{

cout << "destructor is called";

}

};

int main()

{

BankAcc ba;

BankAcc baa(34931624, 100000, "Deepak", "saving");

baa.display();

}

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**Assignment -4**

// Assignment 4 CTmie hours add and compair time

#include<iostream>

using namespace std;

class CTime

{

int hh,mm,ss;

public:

CTime()

{

hh=12;mm=00;ss=00;

}

void accept\_time(int h,int m,int s)

{

if(h>23)

{

h=h-24;

hh=h;mm=m;ss=s;

}

else

hh=h;mm=m;ss=s;

}

void display()

{

cout<<" "<<hh<<":"<<mm<<":"<<ss;

}

void add\_hours(int h)

{

hh+=h;

if(hh>23)

{

hh=hh-24;

}

}

string operator >(CTime o)

{

if(hh==o.hh)

{

if(mm==o.mm)

{

if(ss==o.ss)

return "Equal ";

else if(ss>o.ss)

return "Greter";

else

return "Lesser";

}

else if(mm>o.mm)

return "Greter";

else

return "Lesser";

}

else if(hh>o.hh)

return "Greter";

else

return "Lesser";

}

~CTime()

{

cout<<"\n\n destructor call";

}

};

int main()

{

CTime t1,t2;

int h,m,s;

cout<<"\n Object 1";

cout<<"\n Enter hours";

cin>>h;

cout<<"\n Enter minutes";

cin>>m;

cout<<"\n Enter second";

cin>>s;

t1.accept\_time(h,m,s);

cout<<"\n t1 :";

t1.display();

int a;

cout<<"\n add hours";

cin>>a;

cout<<"\n hours added in t1:";

t1.add\_hours(a);

cout<<"\n t1 :";

t1.display();

cout<<"\n Object 2";

cout<<"\n Enter hours";

cin>>h;

cout<<"\n Enter minutes";

cin>>m;

cout<<"\n Enter second";

cin>>s;

//cout<<"\n t1 :";

t2.accept\_time(h,m,s);

cout<<"\n t1 :";

t2.display();

cout<<"\n add hours";

cin>>a;

cout<<"\n hours added in t1:";

t2.add\_hours(a);

cout<<"\n t2 :";

t2.display();

string str;

str=t1>t2;

cout<<"\n\n t1 "<<str<<" than t2";

return 0;

}