Open | employee.cpp ~/C++Lab/asgn9 | Save

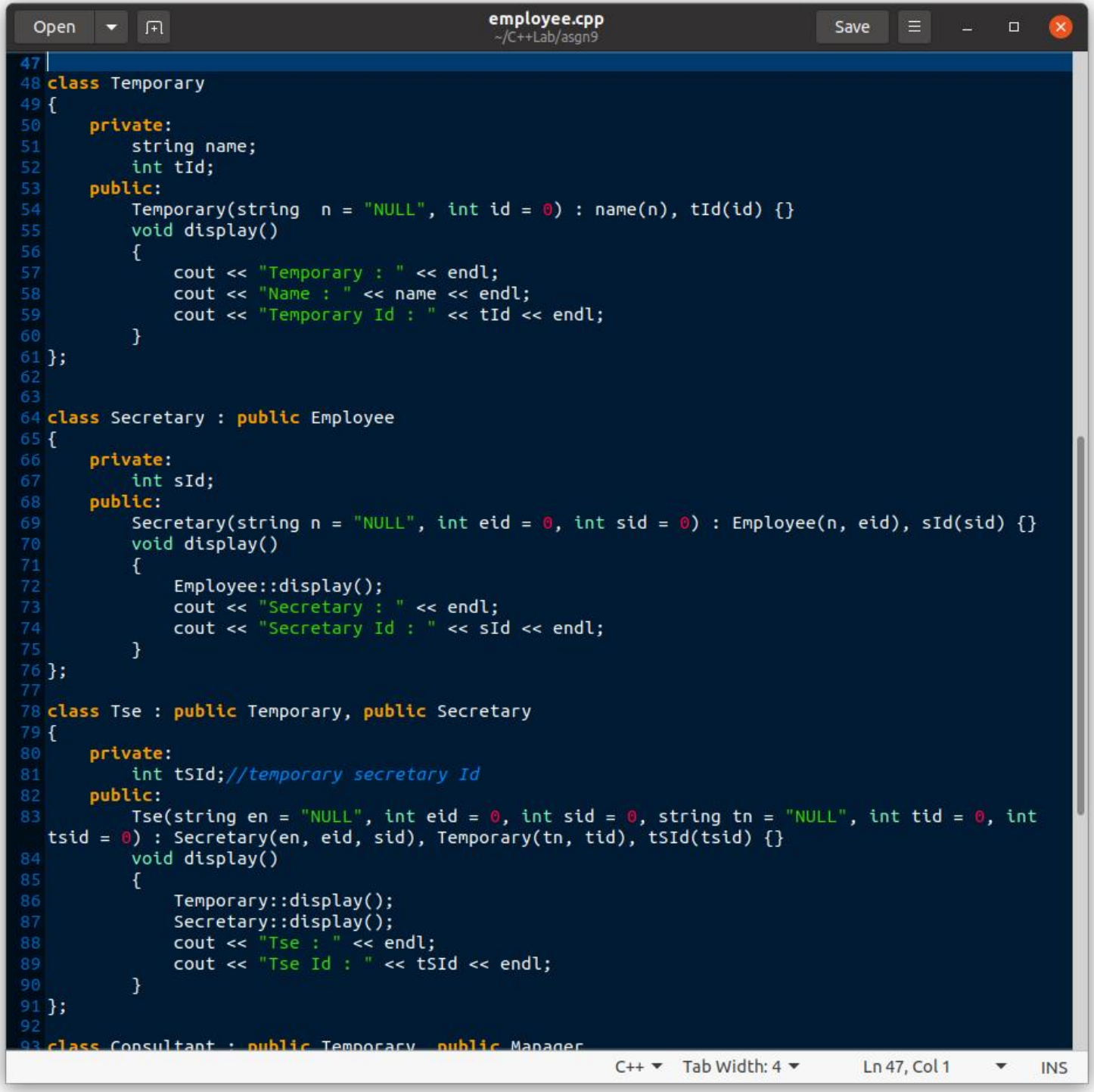
```cpp
#include <iostream>
#include <cstring>
using namespace std;

class Employee
{
    private:
        string name;
        int eId;
    public:
        Employee(string n = "NULL", int id = 0) : name(n), eId(id) {}
        void display()
        {
            cout << "Emloyee : " << endl;
            cout << "Name : " << name << endl;
            cout << "Employee Id : " << eId << endl;
        }
};

class Manager : public Employee
{
    private:
        int mId;
    public:
        Manager(string n = "NULL", int eid = 0, int mid = 0) : Employee(n, eid), mId(mid) {}
        void display()
        {
            Employee::display();
            cout << "Manager : " << endl;
            cout << "Manager Id : " << mId << endl;
        }
};

class Director : public Manager
{
    private:
        int dId;
    public:
        Director(string n = "NULL", int eid = 0, int mid = 0, int did = 0) : Manager(n, eid,
mid), dId(did) {}
        void display()
        {
            Manager::display();
            cout << "Director : " << endl;
            cout << "Director Id : " << dId << endl;
        }
};
```

C++ | Tab Width: 4 | Ln 1, Col 1 | INS


Open
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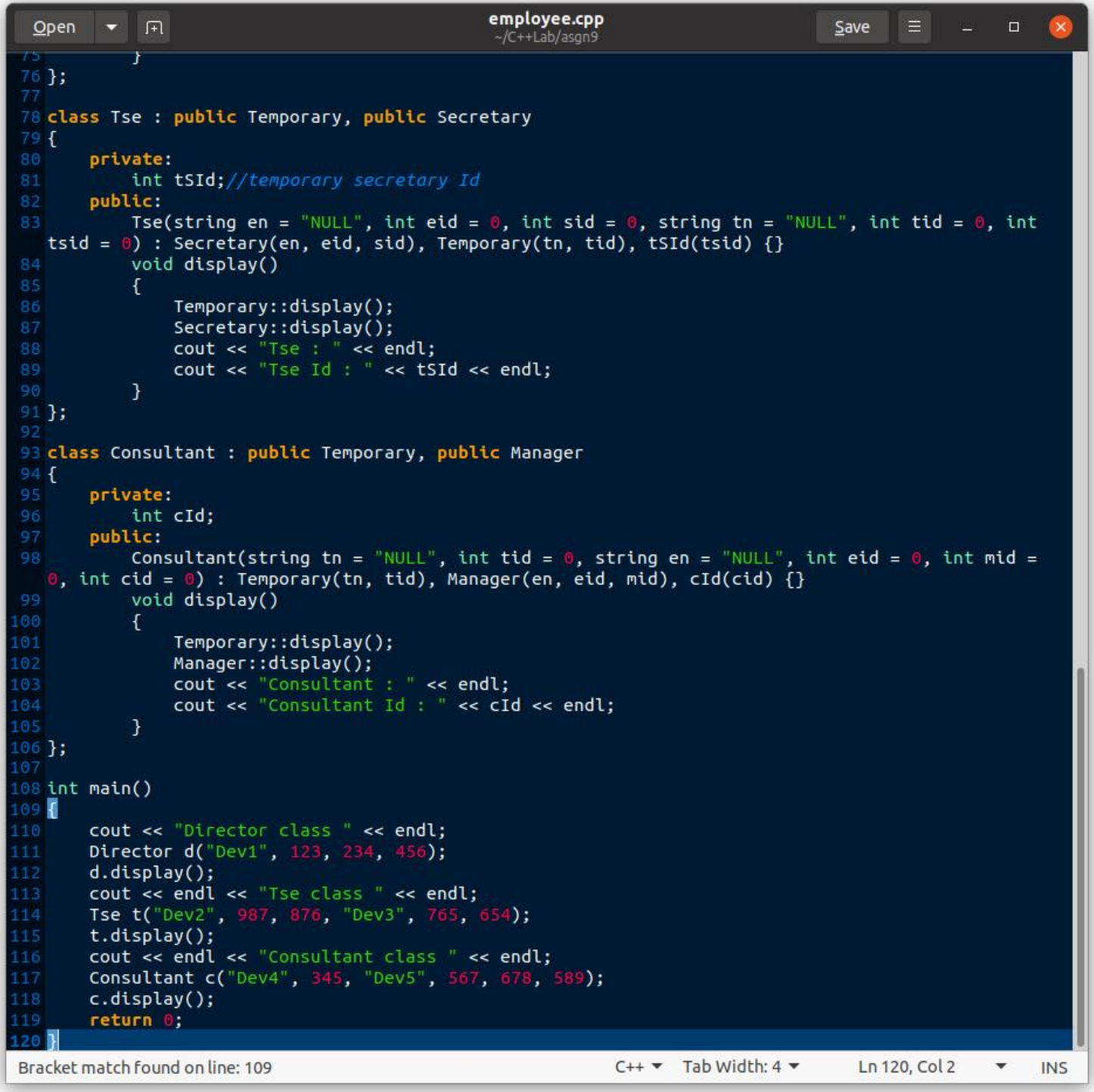
Save
class Temporary
{
private:
string name;
int tId;
public:
Temporary(string n = "NULL", int id = 0) : name(n), tId(id) {}
void display()
{
cout << "Temporary : " << endl;
cout << "Name : " << name << endl;
cout << "Temporary Id : " << tId << endl;
}
};
class Secretary : public Employee
{
private:
int sId;
public:
Secretary(string n = "NULL", int eid = 0, int sid = 0) : Employee(n, eid), sId(sid) {}
void display()
{
Employee::display();
cout << "Secretary : " << endl;
cout << "Secretary Id : " << sId << endl;
}
};
class Tse : public Temporary, public Secretary
{
private:
int tSId;//temporary secretary Id
public:
Tse(string en = "NULL", int eid = 0, int sid = 0, string tn = "NULL", int tid = 0, int tsid = 0) : Secretary(en, eid, sid), Temporary(tn, tid), tSId(tsid) {}
void display()
{
Temporary::display();
Secretary::display();
cout << "Tse : " << endl;
cout << "Tse Id : " << tSId << endl;
}
};
C++
Tab Width: 4
Ln 47, Col 1
INS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employee.cpp
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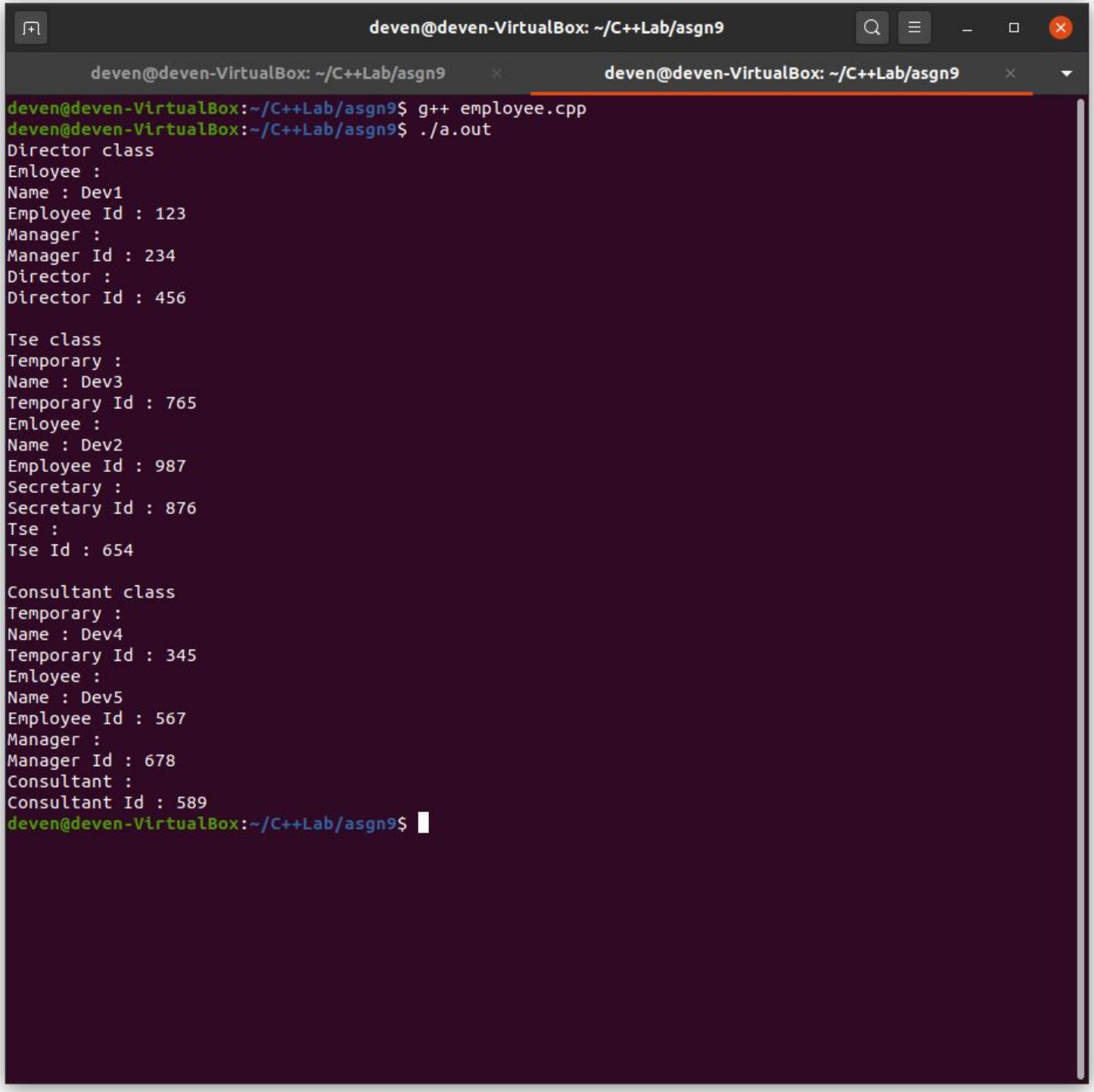
Save
}
};
class Tse : public Temporary, public Secretary
{
private:
int tSId;//temporary secretary Id
public:
Tse(string en = "NULL", int eid = 0, int sid = 0, string tn = "NULL", int tid = 0, int tsid = 0) : Secretary(en, eid, sid), Temporary(tn, tid), tSId(tsid) {}
void display()
{
Temporary::display();
Secretary::display();
cout << "Tse : " << endl;
cout << "Tse Id : " << tSId << endl;
}
};
class Consultant : public Temporary, public Manager
{
private:
int cId;
public:
Consultant(string tn = "NULL", int tid = 0, string en = "NULL", int eid = 0, int mid = 0, int cid = 0) : Temporary(tn, tid), Manager(en, eid, mid), cId(cid) {}
void display()
{
Temporary::display();
Manager::display();
cout << "Consultant : " << endl;
cout << "Consultant Id : " << cId << endl;
}
};
int main()
{
cout << "Director class " << endl;
Director d("Dev1", 123, 234, 456);
d.display();
cout << endl << "Tse class " << endl;
Tse t("Dev2", 987, 876, "Dev3", 765, 654);
t.display();
cout << endl << "Consultant class " << endl;
Consultant c("Dev4", 345, "Dev5", 567, 678, 589);
c.display();
return 0;
}
Bracket match found on line: 109
C++
Tab Width: 4
Ln 120, Col 2
INS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deven@deven-VirtualBox: ~/C++Lab/asgn9
deven@deven-VirtualBox:~/C++Lab/asgn9$ g++ employee.cpp
deven@deven-VirtualBox:~/C++Lab/asgn9$ ./a.out
Director class
Emloyee :
Name : Dev1
Employee Id : 123
Manager :
Manager Id : 234
Director :
Director Id : 456
Tse class
Temporary :
Name : Dev3
Temporary Id : 765
Emloyee :
Name : Dev2
Employee Id : 987
Secretary :
Secretary Id : 876
Tse :
Tse Id : 654
Consultant class
Temporary :
Name : Dev4
Temporary Id : 345
Emloyee :
Name : Dev5
Employee Id : 567
Manager :
Manager Id : 678
Consultant :
Consultant Id : 589
deven@deven-VirtualBox:~/C++Lab/asgn9$

Open | shape.cpp ~/C++Lab/asgn9 | Save

```cpp
#include <iostream>
using namespace std;

class Shape
{
    public:
        Shape() { cout << "Shape()" << endl; }
        void draw()
        {
            cout << "Shape : Initialize brush" << endl;
        }
};

class Triangle : public Shape
{
    public:
        Triangle() { cout << "Triangle()" << endl; }//automatically call shape()
        void draw()
        {
            Shape::draw();
            cout << "Triangle" << endl;
        }
};

class RightTriangle : public Triangle
{
    public:
        RightTriangle() { cout << "Right Triangle()" << endl; }
        void draw()
        {
            Shape::draw();
            cout << "Right triangle" << endl;
        }
};

class Quadilateral : public Shape
{
    public:
        Quadilateral() { cout << "Quadilateral()" << endl; }
        void draw()
        {
            Shape::draw();
            cout << "Quadilateral : " << endl;
        }
};

class Rectangle : public Quadilateral
{
```

C++ | Tab Width: 4 | Ln 1, Col 1 | INS

Open | shape.cpp ~/C++Lab/asgn9 | Save

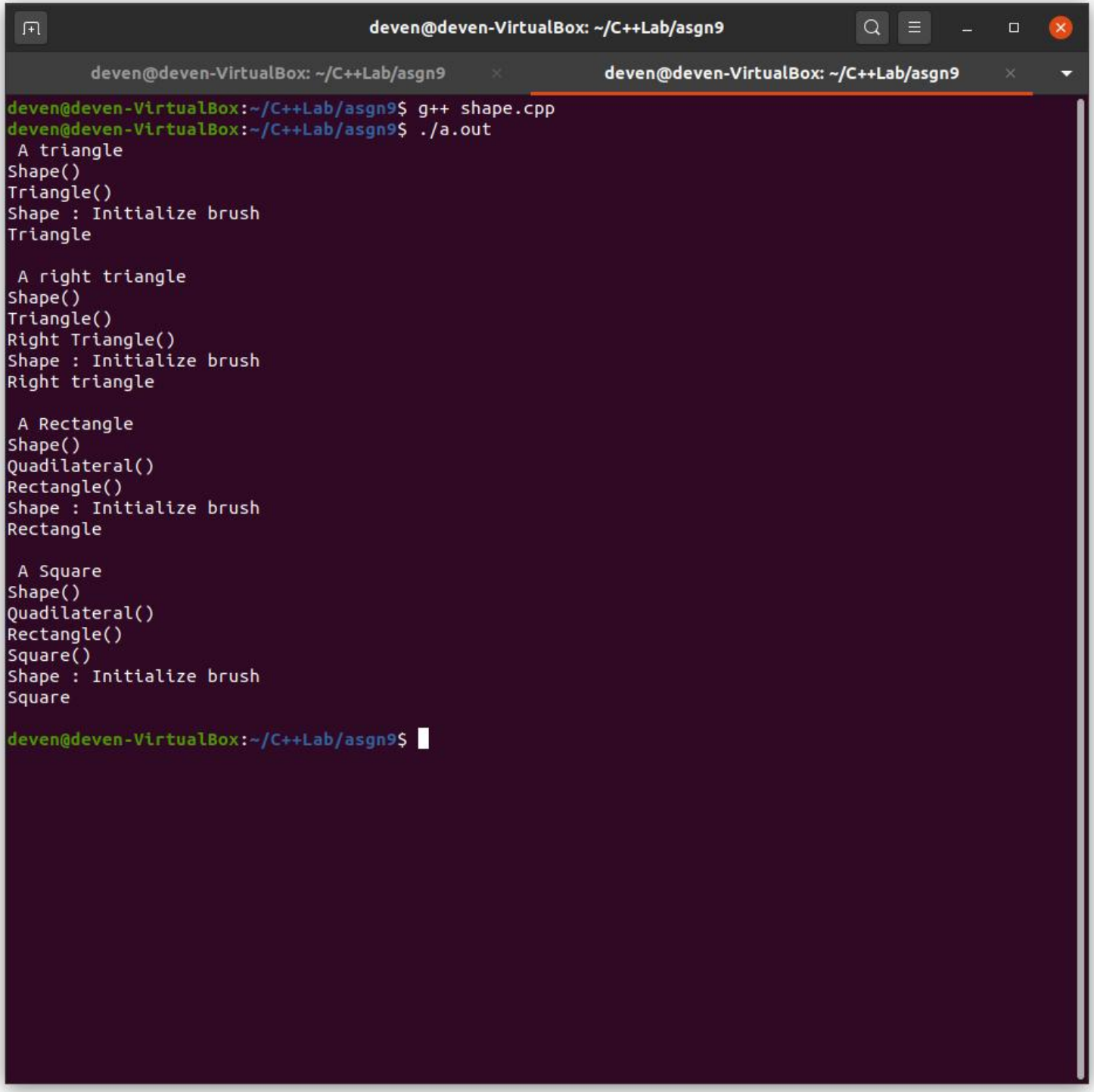
```
    public:
        Quadilateral() { cout << "Quadilateral()" << endl; }
        void draw()
        {
            Shape::draw();
            cout << "Quadilateral : " << endl;
        }
};

class Rectangle : public Quadilateral
{
    public:
        Rectangle() { cout << "Rectangle()" << endl; }
        void draw()
        {
            Shape::draw();
            cout << "Rectangle" << endl;
        }
};

class Square : public Rectangle
{
    public:
        Square() { cout << "Square()" << endl; }
        void draw()
        {
            Shape::draw();
            cout << "Square" << endl;
        }
};

int main()
{
    cout << " A triangle " << endl;
    Triangle t;
    t.draw();
    cout << endl << " A right triangle " << endl;
    RightTriangle rt;
    rt.draw();
    cout << endl << " A Rectangle " << endl;
    Rectangle r;
    r.draw();
    cout << endl << " A Square " << endl;
    Square s;
    s.draw();
    cout << endl;
    return 0;
}
```

Bracket match found on line: 70 | C++ | Tab Width: 4 | Ln 85, Col 2 | INS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deven@deven-VirtualBox: ~/C++Lab/asgn9
deven@deven-VirtualBox:~/C++Lab/asgn9$ g++ shape.cpp
deven@deven-VirtualBox:~/C++Lab/asgn9$ ./a.out
A triangle
Shape()
Triangle()
Shape : Initialize brush
Triangle
A right triangle
Shape()
Triangle()
Right Triangle()
Shape : Initialize brush
Right triangle
A Rectangle
Shape()
Quadilateral()
Rectangle()
Shape : Initialize brush
Rectangle
A Square
Shape()
Quadilateral()
Rectangle()
Square()
Shape : Initialize brush
Square
deven@deven-VirtualBox:~/C++Lab/asgn9$