

## VIT - Vellore

Name: DIVYANSHU SINGH .

Email: divyanshu.singh2024a@vitstudent.ac.in

Roll no: 24BCT0101

Phone: 9999999999

Branch: PRIYADHARSINI M\_OOPS

Department: admin

Batch: VL2024250502354

Degree: admin

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### BCSE102P\_Structured and Object Oriented Programming Lab\_VL2024250502354

#### **VIT V\_Structured and OOP\_Lab 5\_COD\_Hard\_Static data Members functions**

Attempt : 1

Total Mark : 10

Marks Obtained : 10

#### **Section 1 : Coding**

##### **1. Problem statement**

Alice is working on a program to manage multiple rectangles using a class named Rectangle. This class contains a static data member count to keep track of the total number of rectangle instances created and a static member function getCount() that returns the value of count. The class also has non-static member functions: setDimensions(int l, int w) to set the length and width of each rectangle and getArea() to calculate the area of the rectangle. Whenever a new rectangle is instantiated, the static member count is incremented.

Help Alice to retrieve the total number of rectangles created and calculate the area for each rectangle.

Formula:

Area = length \* width

**Answer**

```
#include <iostream>
```

```
using namespace std;
```

```
class Rectangle {
```

```
private:
```

```
int length;
```

```
int width;
```

```
static int count;
```

```
public:
```

```
Rectangle() {
```

```
    count++;
```

```
}
```

```
void setDimensions(int l, int w) {
```

```
    length = l;
```

```
    width = w;
```

```
}
```

```
int getArea() {
```

```
    return length * width;
```

```
}
```

```
static int getCount() {
```

```
    return count;
```

```
}
```

```
};
```

```
int Rectangle::count = 0;
```

```
int main() {
```

```
    int n;
```

```
    cin >> n;
```

```
Rectangle rectangles[n];
```

```
for (int i = 0; i < n; i++) {  
    int l, w;  
    cin >> l >> w;  
    rectangles[i].setDimensions(l, w);  
}
```

```
cout << "Total number of rectangles: " << Rectangle::getCount() << endl;
```

```
for (int i = 0; i < n; i++) {  
    cout << "Area of rectangle " << i + 1 << ": " << rectangles[i].getArea() << endl;  
}
```

```
return 0;  
}
```

**Status :** Correct

**Marks :** 10/10