



Objective:

- It will help you take kick-start refresher of PF touchstone concepts.
- It will also help you to feel easy with keyword 'struct'.
- You will get to know the basics of struct variable passing by value/reference.
- You will also get to know about the struct variable layout in memory.

Task 1: PF Refresher

Complete/Refine the Programming Fundamentals following Practice-Files/Labs because concepts in them will be heavily used in upcoming OOP lectures.

- Practice File 15 → should do it before lecture no. 2
- Practice File 17 → **must** do first few tasks before lecture no. 2
- Practice File 18 → **must** do it before lecture no. 2
- Practice File 19 → should do it before lab no. 1
- Lab 12. → should do it before lecture no. 3

Task 2: Focus on defining struct members → *must* do it before lecture no. 2

***Also remember to use character array to store strings. You are not allowed to use string data type in this regard.**

A. Look at the following structure declaration.

```
struct Point
{
    int x;
    int y;
};
```

Write statements that

1. Define a Point structure variable named center
2. Assign 12 to the x member of center
3. Assign 7 to the y member of center
4. Display the contents of the x and y members of center

B. Look at the following structure declaration.

```
struct FullName
{
    char lastName[50];
    char middleName[50];
    char firstName[50];
};
```

Write statements that

1. Define a FullName structure variable named info
2. Assign your last, middle, and first name to the members of the info variable
3. Display the contents of the members of the info variable



- C.** Write a program that uses a structure named MovieData to store the following information about a movie:

Title
Director
Year Released
Running Time (in minutes)

The program should create two MovieData variables, store values in their members, and pass each one, in turn, to a function that displays the information about the movie in a clearly formatted manner.

- D.** Weather Statistics

Write a program that uses a structure to store the following weather data for a particular month:

City
Country
Total Rainfall
High Temperature
Low Temperature
Average Temperature

The program should create a structure to store the above information by taking input from user and display it on console.

- E.** Corporate Sales Data

Write a program that uses a structure to store the following data on a company division:

Division Name (such as East, West, North, or South)

First-Quarter Sales

Second-Quarter Sales

Third-Quarter Sales

Fourth-Quarter Sales

Total Annual Sales

Average Quarterly Sales

The program should use four variables of this structure. Each variable should represent one of the following corporate divisions: East, West, North, and South. The user should be asked for the four quarters sales figures for each division. Each division's total and average sales should be calculated and stored in the appropriate member of each structure variable. These figures should then be displayed on the screen.



Task 3: Storing Rational Numbers

→ *must* do it before lecture no. 2

As discussed in lecture: Define all the following functions for the following Rational struct

```
struct Rational
{
    int numerator;
    int denominator;
};
```

Functions to implement:

- 3.1.** void inputRational(Rational &)
This function takes input from user for numerator and denominator and stores it in received Rational variable.
- 3.2.** void printRational(Rational &)
This function prints on screen the received Rational variable.
- 3.3.** Rational addRational(Rational a, Rational b)
This function returns a Rational variable, which is the addition of two received rational variables.
- 3.4.** Rational diffRational(Rational a, Rational b)
This function returns a Rational variable, which is the difference of two received rational variables.
- 3.5.** Rational divRational(Rational a, Rational b)
This function returns a Rational variable, which is the division of two received rational variables.
- 3.6.** void reduce(Rational & a)
This function modifies the received rational variables by reducing the numerator and denominator. For Example, if the received variable has 12/30 then this function change it to 2/5.

Task 4: Storing time information.

→ *must* do it before lecture no. 2

Implement the struct 'Time' with the following given members

Members:

```
int hour;
int minute;
int second;
```

- 4.1.** void inputTime(Time * t); // set hour, minute, second
- 4.2.** void printTwentyFourHourFormat(Time); // print universal time
- 4.3.** void printTwelveHourFormat(Time); // print standard time
- 4.4.** Void incSec(Time *, int = 1); // increment in the second of the received time variable
// default increment is 1
- 4.5.** Void incMin(Time *, int = 1); // increment in the minute of the received time variable
// default increment is 1
- 4.6.** Void incHour(Time *, int = 1); // increment in the hour of the received time variable
// default increment is 1
- 4.7.** bool isTimeSame(Time *, Time *); // returns true if two received times are same



Task 5: Focus on pointers, array manipulation and memory layout of struct members.

→ *must* do it before lecture no. 2

A. What will be displayed on console when the following code is executed?

```
struct Time
{
    int hours;
    int minutes;
    int seconds;
};
int main()
{
    Time t;
    t.hours = 10;
    t.minutes = 17;
    t.seconds = 23;
    int * p = (int*) &t;
    p[0] = 20;
    p[1] = 15;
    p[2] = 30;
    cout<<t.hours<<endl<<t.minutes<<endl<<t.seconds<<endl;
    return 1;
}
```

B. Give output of the following code segment.

```
struct Student
{
    int rollNo;
    char name[48];
    float cgpa;
};

void main()
{
    Student w = {512, "Ahmed", 3.7};

    cout<< *( (float*) ( (char*)&w + sizeof(w.rollNo) + sizeof(w.name)) );
}
```