Object Oriented Programming

Out: 19-10-2017   **Homework # 1**   **Deadline:**
24-09-2017
9:00 am

Structures in C++

(a) Implement a C++ struct named "**Employee**" with id, name, salary, height and designation as fields of this struct.

(b) Write functions to read in and print an Employee struct:

- void printEmployee(const Employee& c);
- Employee readEmployee();

(c) Write an additional function that passes in an array of Employees and returns the index to a found id.

- int findEmployee(const Employee emp[],int id,int num);

Classes in C++

1. Time
   Implement the following class Time and write a driver program using its functions:

Time
hr
min
sec
setTime(int,int,int)
printTime
nextTime(int)

2. Dice
   Using the Dice class implement a 'dice roll' game. i.e. you roll two dices and if the sum of their facevalues is greater than 7 you win else you lose.

Dice
facevalue
roll
getFaceValue

Interaction between objects:

1. **3DPoint**

   Implement the class for **3DPoint** and write a driver program for its functions:

3DPoint
think
about
attributes
setPoint(int,int,int)
printPoint
getDistance(3DPoint)
negate