

## Digital Assignment – 2

### Object Oriented Programming

Name: Hari Krishna Shah

VIT ID: 21BCS0167

Ques 1.

1. Implement a C++ program to reverse the case of each alphabet in the given string by overloading the operator !.

Answer:

```
#include<iostream>
#include<string.h>
using namespace std;

class string_class
{
    char string[100];
public:
    void operator!();    //OverLoaded '!' Operator
    void get_details()
    {
        cout<<"\nEnter the string: ";
        cin>>string;
    }
    void display_string()
    {
        cout<<string;
    }
};

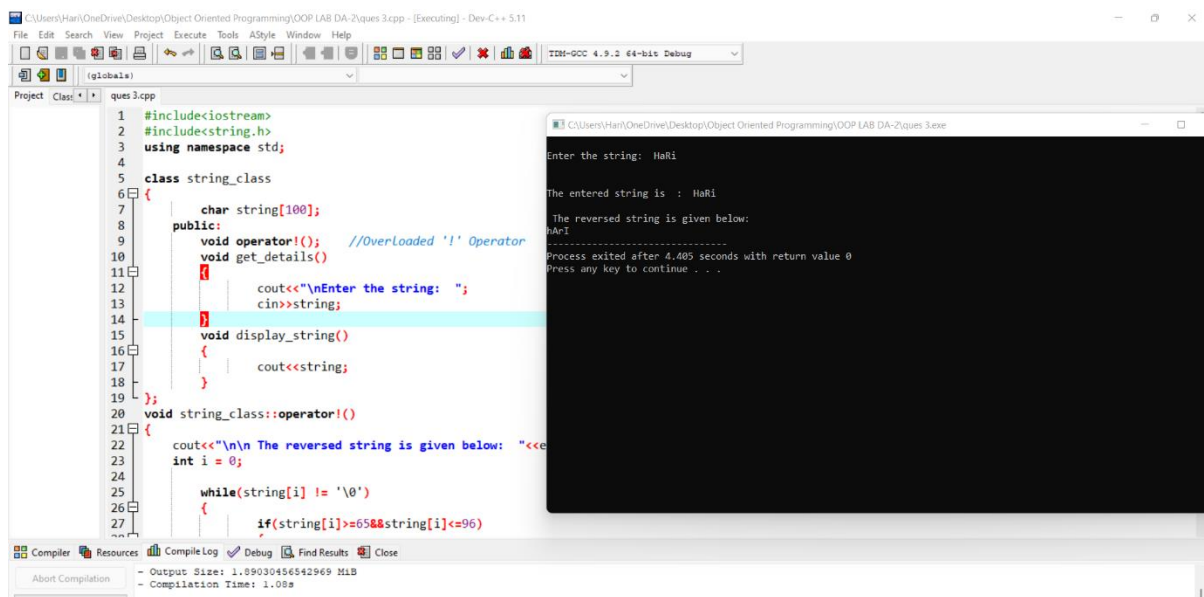
void string_class::operator!()
{
    cout<<"\n\n The reversed string is given below: "<<endl;
    int i = 0;

    while(string[i] != '\0')
    {
        if(string[i]>=65&&string[i]<=96)
        {
            cout<<char(string[i]+32);
        }
    }
}
```

```

    }
    else if(string[i]>=97&&string[i]<=122)
    {
        cout<<char(string[i]-32);
    }
    i++;
}
}
int main()
{
    class string_class str;
    str.get_details();
    cout<<"\n\nThe entered string is : ";
    str.display_string();
    !str;
    return 0;
}

```



Ques 2.

2. Develop an OOP to perform the assignment = operator overloading to assign one vector into another vector. Define a constructor to allocate the memory space for the vector using dynamic memory allocation. Note: Here, vector represents the single dimensional array which contains the set of values.

Answer:

```

#include <iostream>
#include <malloc.h>
using namespace std;

```

```

class vector{
private:
    int *array;
    int size;
public:
    vector(){
        // Dynamic Default constructor to the allocate
        20 size to the newly formed array.
        array = (int *) (malloc(20*sizeof(int)));
    }
    void get_details();
    void display();
    class vector operator = (class vector &temp){
        size = temp.size;
        for(int i = 0; i<temp.size; i++){
            array[i] = temp.array[i];
        }
    }
};

void vector::get_details(){
    cout<<"Enter the size of the array: ";
    cin>>size;
    cout<<"Enter the array elements: ";
    for(int i = 0; i<size; i++){
        cin>>array[i];
    }
    cout<<endl;
}

void vector::display(){
    cout<<"The array elements are given: ";
    for(int i = 0; i<size; i++){
        cout<<array[i]<<" ";
    }
    cout<<endl;
}

int main(){
    class vector arrayA, arrayB;

```

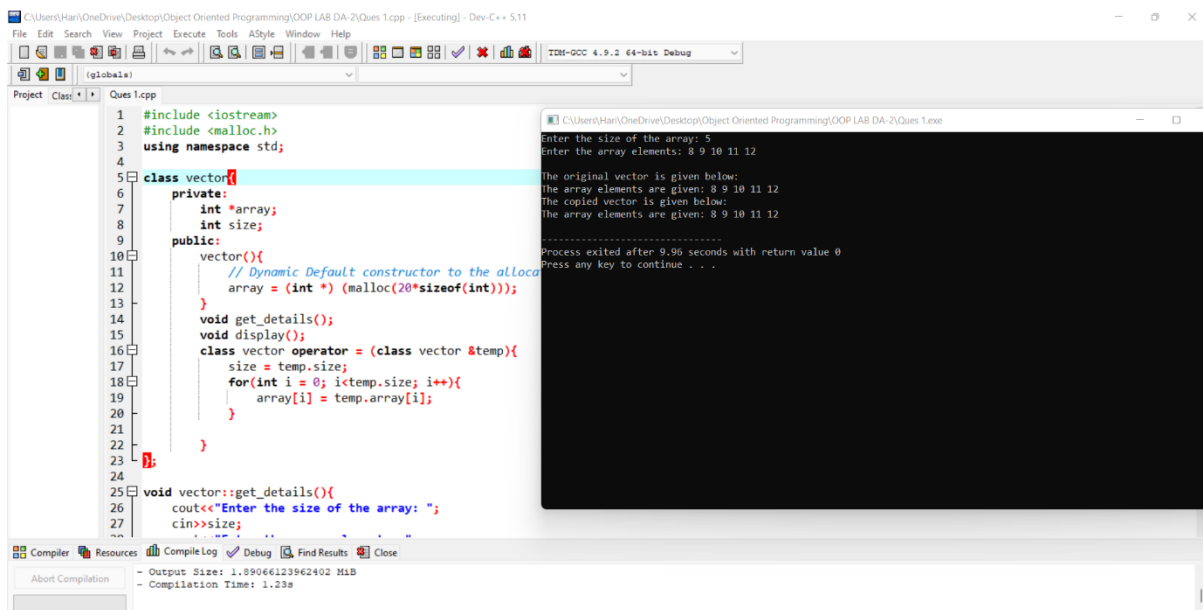
```

arrayA.get_details();
cout<<"The original vector is given below: "<<endl;
arrayA.display();

arrayB = arrayA;

cout<<"The copied vector is given below: "<<endl;
arrayB.display();
return 0;
}

```



Ques 3.

3. Develop an OOP to perform the addition, subtraction and multiplication of two matrices by overloading the +, - and \* operator. Define a constructor to allocate the memory space for the Matrix using dynamic memory allocation.

```

#include<iostream>
using namespace std;
//Coded by Hari Krishna Shah
class mat
{
private:
    int s[10][10];
    int r,c;
public:
    void show();
    mat operator +(mat);

```

```

        mat operator *(mat);
        void read();
};
mat mat::operator+(mat obj)
{
    mat t;
    t.r=r;
    t.c=c;
    for(int i=0;i<t.r;i++)
        for(int j=0;j<t.c;j++){
            t.s[i][j]=s[i][j]+obj.s[i][j];
        }
    return t;
}
mat mat::operator*(mat obj)
{
    mat t;
    t.r=r;
    t.c=obj.c;
    for(int i=0;i<t.r;i++){
        for(int j=0;j<t.c;j++)
        {
            t.s[i][j]=0;
            for(int k=0;k<c;k++){
                t.s[i][j]+=s[i][k] * obj.s[k][j];
            }
        }
    }

    return t;
}
void mat::read()
{
    cout<<"Enter Size of Matrix : \n";
    cin>>r>>c;
    cout<<"Enter the Elements of Matrix :\n";
    for(int i=0;i<r;i++){
        for(int j=0;j<c;j++){
            cin>>s[i][j];
        }
    }
}

```

```

void mat::show()
{
    for(int i=0;i<r;i++){
        for(int j=0;j<c;j++){
            cout<<s[i][j]<<"\t";
        }
        cout<<"\n";
    }
}
int main()
{
    mat obj1 ,obj2,obj3;
    cout<<"Enter First Matrix\n";
    obj1.read();
    cout<<endl;
    cout<<"Enter Second Matrix\n";
    obj2.read();
    obj3=obj1 + obj2;
    cout<<"Result After Addition of two Matrix\n";
    obj3.show();
    obj3=obj1 * obj2;
    cout<<"Result After Multiplication of two Matrix\n";
    obj3.show();
}

```

The screenshot shows a C++ IDE with the following components:

- Editor:** Displays the code for `mat` class and `main` function. The code is as follows:
 

```

1 #include<iostream>
2 using namespace std;
3 //Code by Hari Krishna Shah
4 class mat
5 {
6 private:
7     int s[10][10];
8     int r,c;
9 public:
10    void show();
11    mat operator +(mat);
12    mat operator *(mat);
13    void read();
14 };
15 mat mat::operator+(mat obj)
16 {
17     mat t;
18     t.r=r;
19     t.c=c;
20     for(int i=0;i<t.r;i++)
21     for(int j=0;j<t.c;j++){
22         t.s[i][j]=s[i][j]+obj.s[i][j];
23     }
24     return t;
25 }
26 mat mat::operator*(mat obj)
27 {

```
- Output Window:** Shows the execution results:
 

```

Enter Size of Matrix :
4 4
Enter the Elements of Matrix :
1 2 3 4
8 9 4 6
7 8 9 6
1 2 3 8

Enter Second Matrix
Enter Size of Matrix :
4 4
Enter the Elements of Matrix :
0 1 2 3
1 1 1 1
4 5 6 7
8 9 1 0

Result After Addition of two Matrix
1 3 5 7
9 10 5 7
11 13 15 13
9 11 4 8

Result After Multiplication of two Matrix
46 54 26 26
73 91 55 61
92 114 82 92
78 90 30 26

Process exited after 32.63 seconds with return value 0
Press any key to continue . . .

```
- Compiler Window:** Shows compilation details:
 

```

- Output Size: 1.8906717300415 M1B
- Compilation Time: 1.08s

```