

Practical-9

Q. Program to create a person class having names as data member in it and define two inherited classes Student and Employee .

Code:-

```
//Harsh Bamotra
//program to create a person class

#include <iostream>
#include <string> using
namespace std;

//defining base class person
class person
{
    protected:
        string name;                                //defining protected members

    public:
        void setData(string x)                       //function to initialize protected members
        {
            name=x;
        }

        void display()                               //function to display name
        {
            cout << "Name::" << name;
        }
};

//defining inherited class student

student : public person
{
    private:
        string course;                               //defining private members
        int marks , year;

    public:
        void setData1(string x , int y , int z)       //defining function to initialize private members
        {
            course=x;
            marks=y;
            year=z;
        }
}
```

```

void display1()                                //defining function to display the data
{
    cout << "Name::" << name << endl;
    cout << "Marks::" << marks << endl;
    cout << "Course::" << course << endl;
    cout << "Year::" << year << endl;
}

};

//defining inherited class employee

class employee : public person
{
    private:
        string department;                    //defining private members
        int salary;

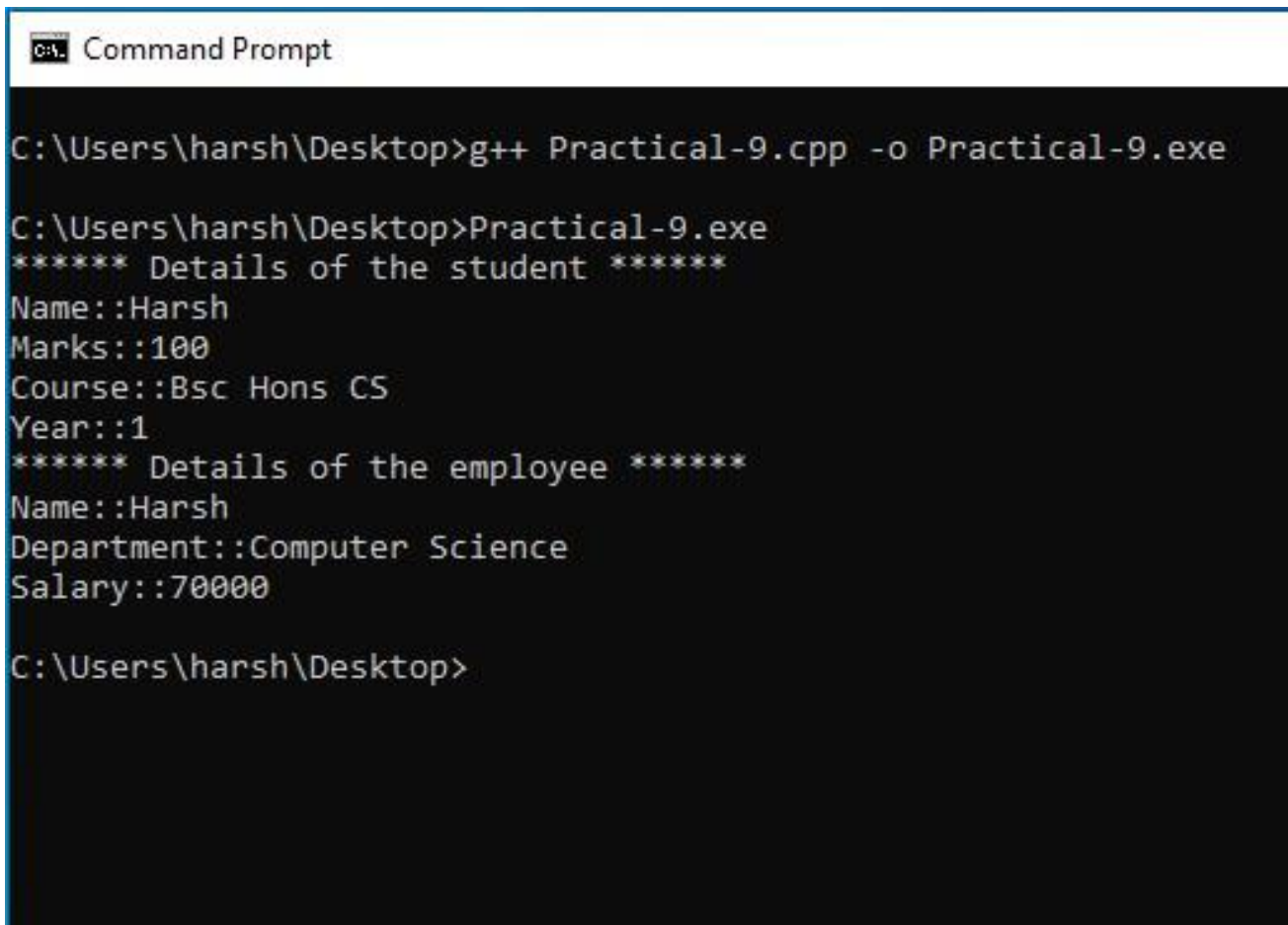
    public:
        void setData2(string x , int y)        //defining function to initialize the private members
        {
            department=x;
            salary=y;
        }
        void display2()                        //defining function to display data
        {
            cout << "Name::" << name << endl;
            cout << "Department::" << department << endl;
            cout << "Salary::" << salary << endl;
        }
};

int main()
{
    student ob1;                               //defining object 1
    employee ob2;                              //defining object 2
    ob1.setData("Harsh");                      //initializing data members of ob1
    ob1.setData1("Bsc Hons CS" , 100 , 1);
    ob2.setData("Harsh");                      //initializing data members of ob2
    ob2.setData2("Computer Science" , 70000);
    cout << "***** Details of the student *****" << endl;
    ob1.display1();                            //displaying the data of ob1
    cout << "***** Details of the employee *****" << endl;
    ob2.display2();                            //displaying the data of ob1

    return 0;
}

```

Output:-



```
C:\Users\harsh\Desktop>g++ Practical-9.cpp -o Practical-9.exe

C:\Users\harsh\Desktop>Practical-9.exe
***** Details of the student *****
Name::Harsh
Marks::100
Course::Bsc Hons CS
Year::1
***** Details of the employee *****
Name::Harsh
Department::Computer Science
Salary::70000

C:\Users\harsh\Desktop>
```

Harsh Bamotra

AC-1216