NAME: **Ibrar Babar**

Roll No: 19P-0104

Subject: OOP LAB

BS(CS): SECTION (B)

Lab TASk :: [12]

TASK:

#include<iostream>

#include<string>

using namespace std;

class Enemy

{

private:

static string PositionEnemy[10];

static int count;

int x;

public:

Enemy()

{

count++;

PositionEnemy[10];

}

static void Track1()

{

PositionEnemy[1]=" is on the Roof";

cout<<"The Poistion of Enemy ("<<count<<")"<<PositionEnemy[1]<<endl;

}

static void Track2()

{

PositionEnemy[2]=" is on the Corner";

cout<<"The Poistion of Enemy ("<<count<<")"<<PositionEnemy[2]<<endl;

}

static void Track3()

{

PositionEnemy[3]=" is near the 2nd Floor";

cout<<"The Poistion of Enemy ("<<count<<")"<<PositionEnemy[3]<<endl;

}

static void Track4()

{

PositionEnemy[4]=" is Near Front Door";

cout<<"The Poistion of Enemy ("<<count<<")"<<PositionEnemy[4]<<endl;

}

static void Track5()

{

PositionEnemy[5]=" is Outside The door";

cout<<"The Poistion of Enemy ("<<count<<")"<<PositionEnemy[5]<<endl;

}

static void Track6()

{

PositionEnemy[6]=" is in the Kitchen";

cout<<"The Poistion of Enemy ("<<count<<")"<<PositionEnemy[6]<<endl;

}

static void Track7()

{

PositionEnemy[7]=" is on the Main Gate";

cout<<"The Poistion of Enemy ("<<count<<")"<<PositionEnemy[7]<<endl;

}

static void Track8()

{

PositionEnemy[8]=" is in Front Of my Door";

cout<<"The Poistion of Enemy ("<<count<<")"<<PositionEnemy[8]<<endl;

}

static void Track9()

{

PositionEnemy[9]=" is on my side Room";

cout<<"The Poistion of Enemy ("<<count<<")"<<PositionEnemy[9]<<endl;

}

static void Track10()

{

PositionEnemy[10]=" is Left Corner of My House";

cout<<"The Poistion of Enemy ("<<count<<")"<<PositionEnemy[10]<<endl;

}

};

class AchieveGoal : public Enemy

{

int shoot;

int press;

public:

void Camera()

{

cout<<"My camera's Access Them All !!!"<<endl;

cout<<"I shoot And Kill Them All "<<endl;

cout<<"First I have to kill Roof enemy on my House !!!"<<endl;

}

void inherit()

{

Enemy a;

Enemy::Track1();

Enemy b;

Enemy::Track2();

Enemy c;

Enemy::Track3();

Enemy d;

Enemy::Track4();

Enemy e;

Enemy::Track5();

Enemy f;

Enemy::Track6();

Enemy g;

Enemy::Track7();

Enemy h;

Enemy::Track8();

Enemy i;

Enemy::Track9();

Enemy j;

Enemy::Track10();

}

void shoot1()

{

do

{

cout<<"I see Roof enemy & i load my Gun on Him "<<endl;

cout<<"Quickly Press 1 to shoot him "<<endl;

cin>>press;

if(press==1)

{

cout<<"Roof enemy is killed !!!"<<endl<<endl;

}

else

{

cout<<"No No No I lost the target"<<endl<<endl;

}

}

while(!(press==1));

}

void shoot2()

{

do

{

cout<<"I see 2nd floor enemy & i load my Gun on Him "<<endl;

cout<<"Quickly Press 2 to shoot him "<<endl;

cin>>press;

if(press==2)

{

cout<<"2nd Floor enemy is killed !!!"<<endl<<endl;

}

else

{

cout<<"No No No I lost the target"<<endl<<endl;

}

}

while(!(press==2));

}

void shoot3()

{

do

{

cout<<"I see enemy in the Kitchen & i load my Gun on Him "<<endl;

cout<<"Quickly Press 3 to shoot him "<<endl;

cin>>press;

if(press==3)

{

cout<<"Enemy on the Kitchen is killed !!!"<<endl<<endl;

}

else

{

cout<<"No No No I lost the target"<<endl<<endl;

}

}

while(press!=3);

}

void shoot4()

{

do

{

cout<<"I see enemy Near Front Door & i load my Gun on Him "<<endl;

cout<<"Quickly Press 2 to shoot him "<<endl;

cin>>press;

if(press==2)

{

cout<<"Front Door Enemy is killed !!!"<<endl<<endl;

}

else

{

cout<<"No No No I lost the target"<<endl<<endl;

}

}

while(!(press==4));

}

void shoot5()

{

do

{

cout<<"I see Enemy Outside the door & i load my Gun on Him "<<endl;

cout<<"Quickly Press 5 to shoot him "<<endl;

cin>>press;

if(press==5)

{

cout<<"OutSide the door enemy is killed !!!"<<endl<<endl;

}

else

{

cout<<"No No No I lost the target"<<endl<<endl;

}

}

while(!(press==5));

}

void shoot6()

{

do

{

cout<<"I see Enemy in Left Corner Of House & i load my Gun on Him "<<endl;

cout<<"Quickly Press 6 to shoot him "<<endl;

cin>>press;

if(press==6)

{

cout<<"Enemy In Left Corner Of the House is killed !!!"<<endl<<endl;

}

else

{

cout<<"No No No I lost the target"<<endl<<endl;

}

}

while(!(press==6));

}

void shoot7()

{

do

{

cout<<"I see Enemy On the Main Gate & i load my Gun on Him "<<endl;

cout<<"Quickly Press 2 to shoot him "<<endl;

cin>>press;

if(press==7)

{

cout<<"Enemy on Main Gate is killed !!!"<<endl<<endl;

}

else

{

cout<<"No No No I lost the target"<<endl<<endl;

}

}

while(!(press==7));

}

void shoot8()

{

do

{

cout<<"I see Enemy on the My Side Room & i load my Gun on Him "<<endl;

cout<<"Quickly Press 8 to shoot him "<<endl;

cin>>press;

if(press==8)

{

cout<<"My Side Room Enemy is killed !!!"<<endl<<endl;

}

else

{

cout<<"No No No I lost the target"<<endl<<endl;

}

}

while(!(press==8));

}

void shoot9()

{

do

{

cout<<"I see Enemy in Front of My Door & i load my Gun on Him "<<endl;

cout<<"Quickly Press 9 to shoot him "<<endl;

cin>>press;

if(press==9)

{

cout<<"Enemy on Front of My Door is killed !!!"<<endl<<endl;

}

else

{

cout<<"No No No I lost the target"<<endl<<endl;

}

}

while(!(press==9));

}

void shoot10()

{

do

{

cout<<"I see Enemy Inside my Room & i load my Gun on Him "<<endl;

cout<<"Quickly Press 10 to shoot him "<<endl;

cin>>press;

if(press==10)

{

cout<<"Enemy Inside my Room is killed !!! "<<endl<<endl;

}

else

{

cout<<"No No No I lost the target"<<endl<<endl;

}

}

while(!(press==10));

}

};

string Enemy :: PositionEnemy[10];

int Enemy :: count=0;

int main()

{

cout<<"Total Ten Enemies come to MY Home to kill me"<<endl;

cout<<"I know the location of all || My Camera Access Them All !!!"<<endl;

cout<<"But I am not at Home"<<endl;

cout<<endl;

AchieveGoal k;

k.inherit();

k.shoot1();

k.shoot2();

k.shoot3();

k.shoot4();

k.shoot5();

k.shoot6();

k.shoot7();

k.shoot8();

k.shoot9();

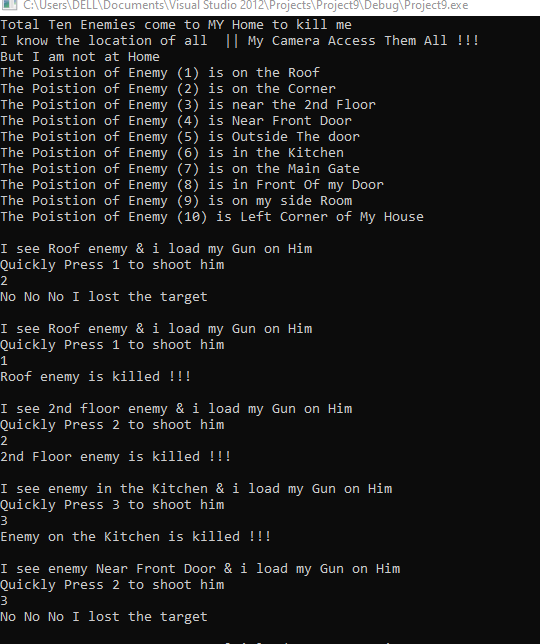
k.shoot10();

cout<<"All the Enemies are killed and you are safe Now !!!"<<endl;

system("pause");

return 0;

}***OUTPUT***

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