**time**

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

#include <iostream>

using namespace std;

class time

{

int hr;

int min;

int seconds;

public:

time() // default constructor

{

cout << "\n given value is Default constructor";

this->hr = 00;

this->min = 00;

this->seconds = 00;

}

time(int h, int m, int s) // Parameters constructor

{

cout << "\n given value is Parameters constructor";

this->hr = h;

this->min = m;

this->seconds = s;

}

void display()

{

cout << "\n ";

cout << hr << ":" << min << ":" << seconds;

}

};

int main()

{

time t1;

time t2(12, 10, 42);

t1.display();

t2.display();

}

**student**

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

#include <iostream>

using namespace std;

struct student

{

int roll;

char name[20];

public:

student() // default constructor

{

cout << "\n given value is Default constructor";

this->roll = 00;

strcpy(this->name, "not given");

}

student(int r, const char \*nm) // Parameters constructor

{

cout << "\n given value is Parameters constructor";

this->roll = r;

strcpy(this->name, nm);

}

void display()

{

cout << "\n name is " << name;

cout << "\n roll is " << roll;

}

};

int main()

{

student s1;

student s2(13, "enaika");

s1.display();

s2.display();

}

**sales**

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

#include <iostream>

using namespace std;

class sales\_manager

{

int id;

char name[15];

int sale;

int intensvie;

int target;

public:

sales\_manager() // default constructor

{

cout << "\n given value is Default constructor";

this->id = 00;

strcpy(this->name, "not given");

this->sale = 00000;

this->intensvie = 0000;

this->target = 000;

}

sales\_manager(int i, const char \*nm, int s, int in, int t) // Parameters constructor

{

cout << "\n given value is Parameters constructor";

this->id = i;

strcpy(this->name, nm);

this->sale = s;

this->intensvie = in;

this->target = t;

}

void display()

{

cout << "\n id : " << id;

cout << "\n name :" << name;

cout << "\n sale : " << sale;

cout << "\n intensive: " << intensvie;

cout << "\n target : " << target;

}

};

int main()

{

sales\_manager s1;

sales\_manager s2(55, "tina", 50, 10, 150);

s1.display();

s2.display();

}

**HR**

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

#include <iostream>

using namespace std;

class HR

{

int id;

char name[15];

int salary;

int commission;

public:

HR() // default constructor

{

cout << "\n given value is Default constructor";

this->id = 00;

strcpy(this->name, "not given");

this->salary = 00000;

this->commission = 0000;

}

HR(int i, const char \*nm, int s, int c) // Parameters constructor

{

cout << "\n given value is Parameters constructor";

this->id = i;

strcpy(this->name, nm);

this->salary = s;

this->commission = c;

}

void display()

{

cout << "\n id : " << id;

cout << "\n name :" << name;

cout << "\n salary : " << salary;

cout << "\n commission : " << commission;

}

};

int main()

{

HR h1;

HR h2(33, "ram", 500000, 1000);

h1.display();

h2.display();

}

**Emp**

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

#include <iostream>

using namespace std;

struct employee

{

int id;

char name[20];

int salary;

public:

employee() // default constructor

{

cout << "\n given value is Default constructor";

this->id = 00;

strcpy(this->name, "not given");

this->salary = 00000;

}

employee(int i, const char \*nm, int s) // Parameters constructor

{

cout << "\n given value is Parameters constructor";

this->id = i;

strcpy(this->name, nm);

this->salary = s;

}

void display()

{

cout << "\n name is : " << name;

cout << "\n id is : " << id;

cout << "\n salary is : " << salary;

}

};

int main()

{

employee e1;

employee e2(555, "lonika", 23000);

e1.display();

e2.display();

}

**Distance**

#include <stdio.h>

#include <string.h>

#include <iostream>

using namespace std;

struct distancE

{

int feet;

int inches;

public:

distancE() // default constructor

{

cout << "\n given value is Default constructor";

this->feet = 00;

this->inches = 00;

}

distancE(int a, int b) // Parameters constructor

{

cout << "\n given value is Parameters constructor";

this->feet = a;

this->inches = b;

}

void display()

{

cout << "\n feet is " << feet;

cout << "\ninches is " << inches;

}

};

int main()

{

distancE d1;

distancE d2(5, 20);

d1.display();

d2.display();

}

**admin**

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

#include <iostream>

using namespace std;

class admin

{

int id;

char name[15];

int salary;

int allownce;

public:

admin() // default constructor

{

cout << "\n given value is Default constructor";

this->id = 0;

this->salary = 0000;

strcpy(this->name, "not given");

this->allownce = 0000;

}

admin(const char \*nm, int a, int s, int all) // Parameters constructor

{

cout << "\n given value is Parameters constructor";

this->id = a;

this->salary = s;

strcpy(this->name, nm);

this->allownce = all;

}

void Display()

{

cout << "\nName is :" << name;

cout << "\nid is :" << id;

cout << "\nsalary : " << salary;

cout << "\nallownce: " << allownce;

}

};

int main()

{

admin a1;

admin a2("ram", 2, 25000, 5000);

a1.Display();

a2.Display();

}

**Complex**

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

#include <iostream>

using namespace std;

struct complex

{

int real;

int imaginary;

public:

complex() // default constructor

{

cout << "\n given value is Default constructor";

this->real = 0;

this->imaginary = 0;

}

complex(int r, int i) // Parameters constructor

{

cout << "\n given value is Parameters constructor";

this->real = r;

this->imaginary = i;

}

void display()

{

cout << "\n"

<< real << "+" << imaginary << "i";

}

};

int main()

{

complex c1;

complex c2(2, 5);

c1.display();

c2.display();

}

**Date**

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

#include <iostream>

using namespace std;

class date

{

int day;

int month;

int year;

public:

date() // default constructor

{

cout << "\n given value is Default constructor";

this->day = 0;

this->month = 0;

this->year = 0;

}

date(int d, int m, int y) // Parameters constructor

{

cout << "\n given value is Parameters constructor";

this->day = d;

this->month = m;

this->year = y;

}

void display()

{

cout << "\n day is " << day;

cout << "\n month is " << month;

cout << "\n year is " << year;

}

};

int main()

{

date d1;

date d2(03, 05, 2022);

d1.display();

d2.display();

}