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**Fall-2020** 

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# CS-217: Object Oriented Programming

Serial No:

Sessional Exam 2
Total Time: 1 Hour
Total Marks: 40

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### **Course Instructors**

| Signature | of | Invigilator |  |
|-----------|----|-------------|--|

Jawad Hassan, Abdul Waheed khan, Subhan Ullah

| Student Name | Roll No. | Section | Signature |
|--------------|----------|---------|-----------|

#### DO NOT OPEN THE QUESTION BOOK OR START UNTIL INSTRUCTED.

#### **Instructions:**

- 1. Attempt on question paper. Attempt all of them. Read the question carefully, understand the question, and then attempt it.
- 2. No additional sheet will be provided for rough work. Use the back of the last page for rough work.
- 3. If you need more space write on the back side of the paper and clearly mark question and part number etc.
- 4. After asked to commence the exam, please verify that you have twelve (12) different printed pages including this title page. There are a total of 3 questions.
- 5. Calculator sharing is strictly prohibited.
- 6. Use permanent ink pens only. Any part done using soft pencil will not be marked and cannot be claimed for rechecking.

|                   | Q-1 | Q-2 | Q-3 | Total |
|-------------------|-----|-----|-----|-------|
| Marks<br>Obtained |     |     |     |       |
| Total<br>Marks    | 10  | 15  | 15  | 40    |

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#### **Question 1 [1+1+1+5+2 Marks]**

(1-a): Given a structure definition, write a single line code in the space provided to access and print emName inside main function:

```
struct Employee {
    int ID;
    string emName;
    string emSex;
    string emAddress;
    int emSalary;
    Employee(int id, string name)
    {
        ID = id;
        emName = name;
    };
    void main()
    {
        Employee* Emp = new Employee;
       cout<<Emp->emName;
    }
```

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(1-b): Given the following code, write a single line code in the space provided using the "**record**" variable of type **BioData** to change the lastName from "Khan" to "Kamal".

```
struct Name Info
{
    string firstName;
    string lastName;
};
struct BioData
{
    int ID;
    Name Info* name = new Name Info;
    string address;
}
void main()
{
    BioData record = { 123, {"Ahmad", "Khan"}, "House No. 10, XYZ Road" };
    record.name->lastName = "Kamal";
}
```

(1-c): Identify and correct any errors in the following code snippet. Also write the output produced.

```
struct Book
{
      int ID;
      string author;
      double price;
};
void main()
{
      Book Learn_Cpp[3] = {{123,"Dietel"},{"Toni",200},{789, ,500}};
      Book Learn Cpp[3] = {{123, "Dietel"},{456, "Toni",200},{789," ",500}};
      Book* ptr = Learn cpp;
      cout << Learn_Cpp[0].price; // output: 0</pre>
      ptr = ptr + 1;
                                  // output: Toni
      cout << ptr->author;
}
```

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(1-d): Suppose you want to keep record of all members of a family. Naturally, all the family members should have a common family name. In this regard, given the following code, identify and correct any errors. Also, write the output produced.

Note: you are not suppose to make any changes to the code inside main function.

```
class Family Member
       {
               string givenName;
               char gender;
               static string family_name = "Abbasi";
               static int count = 0;
       public:
               Family Member(string name, char gen, string fName)
               {
                       givenName = name;
                       gender = gen;
                       family_name = fName;
                       count++;
               }
               static void printCount ()
               {
               cout<<"Family Name is: "<<this->family name<<endl;
               cout<< "total count of family members = "<<count;</pre>
               }
       };
       string Family_Member::family_name = "Abbasi";
       int Family_Member::count = 0;
       void main( )
       {
               Family Member m1("Ahmad", 'M', "Khan"), m2("Sara", 'F', "Khan");
               m1.printCount( );
Output produced:
                      Family Name is: Khan
                    Total count of family members = 2
```

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(1-e): Given the following code for Employee class, write an operator overloading function for '+' operator as a non-member function that should provide the same functionality as the addTwo() function.

```
class Employee
private:
     int idNum;
     double salary;
public:
     Employee(int id, double salary);
     double Employee::addTwo(Employee& emp)
     {
          double total;
          total = this->salary + emp.getSalary();
          return total;
     }
};
Solution
double operator + (Employee& emp1, Employee& emp2)
{
     double res = emp1.getsalary() + emp2.getsalary();
     return res;
}
```

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#### **Question 2 [6+4+5]**

(2-a): Re-write the following program by separating the interface from implementation. You must create three separate files (Header file, .cpp file and driver class) as shown in the boxes below the program.

```
#include <iostream>
using namespace std;
class Calculator
private:
      int a;
      int b;
public:
      void readNumbers()
            a = 50;
            b = 30;
      }
      void printNumbers()
            cout << "The first number is = " << a << endl;</pre>
            cout << "The second number is = " << b << endl;</pre>
      int calculateFunction()
            return (a + b);
      }
};
int main()
{
      Calculator num;
      num.readNumbers();
      num.printNumbers();
     cout << "Addition of the two numbers is =" << num.calculateFunction();</pre>
      return 0;
//Header file
#ifndef CALCULATOR H
#define CALCULATOR H
class Calculator
private:
      int a;
      int b;
public:
      void readNumbers();
      void printNumbers();
      int calculateFunction();
};
#endif
```

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```
//cpp file or source file
#include <iostream>
#include"Calculator.h"
using namespace std;

void Calculator::readNumbers()
{
    a = 50;
    b = 30;
}
void Calculator::printNumbers()
{
    cout << "The first number is = " << a << endl;
    cout << "The second number is = " << b << endl;
}
int Calculator::calculateFunction()
{
    return (a + b);
}</pre>
```

```
//drive file (containing main function)
#include <iostream>
#include"Calculator.h"
using namespace std;
int main()
{
    Calculator num;
    num.readNumbers();
    num.printNumbers();
    cout << "Addition of the two numbers is =" << num.calculateFunction();
    return 0;
}</pre>
```

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(2-b): Complete the following program by writing the code **(in relevant spaces only)** to define/initialize the static variable (static Variable). What will be the output of the program if you first initialize the static Variable with 0, then with 5 and finally without initialization value. (Note: dry run your program for each initialized value, separately)

```
#include <iostream>
using namespace std;
class Test
{
    static int staticVariable;
                 //you cannot initialize here //space for code
public:
    Test()
    {
                 // you cannot initialize here //space for code
        staticVariable++;
    static int getStaticVariable()
        return staticVariable;
};
int Test::staticVariable=0; //space for code
int main()
{
    cout << "The initial value of the staticVariable is : ";</pre>
    cout << Test::getStaticVariable() << endl;</pre>
    Test objects[5];
    cout << "The updated value of the staticVariable is : ";</pre>
    cout << Test::getStaticVariable();</pre>
Output: with initialization 0:
The initial value of the staticVariable is:_____0___
The updated value of the static Variable is: _____5___
Output: with initialization 5:
The initial value of the staticVariable is:_____5___
The updated value of the staticVariable is:_____10_____
Output: without initialization:
The initial value of the staticVariable is:_____0____
The updated value of the staticVariable is:_____5___
```

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(2-c): The output of the following program is 100. Write your code in **two different ways** in the spaces mentioned in the program for a constructor to initialize the data members, where the constructor's parameter and data member have the same name (e.g., both have the name i).

```
#include <iostream>
using namespace std;
class Test
    int i;
public:
    Test(int);
    int getValue() const
        return i;
    }
};
//write your code using first way here
Test::Test(int i ){
this->i=i;
//write your code using second way here
Test::Test(int i):i(i){}
int main()
{
    Test object(100);
    cout << object.getValue();</pre>
    return 0;
}
```

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#### Question 3 [3+3+9]

(3-a): What will the following program display on screen? Explain the error or bug if there is any.

```
#include <iostream>
  using namespace std;
   class check {
     float z;
     int x, y;
  public:
     check(int x = 0, int y = 1) :x(x + 5), y(y + 2)
     {
           z = x + y + 1;
     void print() {
           cout << " X= " << x
                << " Y = " << y
                << " Z = " << z;
     }
  };
  int main()
     check c;
     c.print();
     return 0;
    }
Output: X = 5 Y = 3 Z = 2
```

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(3-b): What will the following program display on screen? Explain the error or bug if there is any.

```
#include <iostream>
  using namespace std;
class Puzzle
{
     int v1, v2, v3;
     void Init(int x1, int y1)
     {
         v1 = x1;
         v2 = y1;
          int x = x1 + 5;
          int y = y1 + 10;
         v3 = x + y;
     }
     void Display()
     {
         cout << " V1= " << v1
              << " V2= " << v2
              << " V3 = " << v3;
     }
};
int main() {
    Puzzle p;
     p.Init(5, 10);
     p.Display();
     return 0;
  }
```

Error as Init() and Display() function are private and cannot be
accessed from Main functions

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(3-c): Create a class cTemperature, which records a temperature. Your program should record temperatures for "n" number of days given by user. For this purpose, your class should have a pointer variable of appropriate type for recording temperature. There are two possible levels for temperature: high and low. Use appropriate OOP concept to incorporate the functionality of level inside the class. Based on temperature the weather report should be printed.

Provide a friend function *PrintWeather()* that should be used to print the weather in-terms of temperature. Use dynamic memory allocation for pointers. Use appropriate constructors and destructors for initialization and proper de-allocation of memory for the pointers. Use this pointer where required.

Define *main* () function to implement functionalities of cTemperature class. Also, print weather report using at least one instance/object of cTemperature class. (Note: use the backside of the page if required)

```
class cTemperature
     {
           float *temps;
           bool status;
           int size;
     public:
           cTemperature(int n=2)
                 size = n;
                 temps = new float[size];
                 cout << "\nEnter " << size << " values of temperatue";</pre>
                 for (int i = 0; i < size; i++)</pre>
                 {
                       cout<< "\nEnter " << i << " values of temperatue";</pre>
                       cin >> temps[i];
                 }
                 float total=0;
                 for (int i = 0; i < size; i++)
                 {
                       total+= temps[i];
                 }
                 total = total / size;
                 if (total > 20)
                       status = true;
                 else
                       status = false;
```

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```
}
     ~cTemperature()
           delete[] temps;
     friend void printWeather(void);
};
void printWeather(void)
     cTemperature c1(5);
     if (c1.status == true)
           cout << "\n HIGH Temperature";</pre>
     else
           cout << "\n LOW Temperature";</pre>
}
int main()
{
     printWeather();
}
```