**North South University - Spring 2023**

Course: CSE225L Assessment: Lab 2 / HW 1 / PS 1

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// Task-1 Codes

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| #ifndef DYNARR\_H\_INCLUDED  #define DYNARR\_H\_INCLUDED  class dynArr{  private:  int \*data;  int size;  public:  dynArr();  dynArr(int);  ~dynArr();  void setValue(int, int);  int getValue(int);  };  #endif // DYNARR\_H\_INCLUDED |
| #include "dynarr.h"  #include <iostream>  using namespace std;  dynArr::dynArr(){  data = NULL;  size = 0;  }  dynArr::dynArr(int s){  data = new int[s];  size = s;  }  dynArr::~dynArr(){  delete [] data;  }  int dynArr::getValue(int index){  return data[index];  }  void dynArr::setValue(int index, int value){  data[index] = value;  } |
| #include <iostream>  #include "dynarr.h"  using namespace std;  int main()  {  dynArr obj1;  dynArr obj2(5);  int num;  for(int i = 0; i < 5; i++){  cout << "Enter " << (i+1) << "-th number: ";  cin >> num;  obj2.setValue(i, num);  }  cout << endl << endl << "Elements of 2nd Object: " << endl;  for(int i = 0; i < 5; i++){  cout << obj2.getValue(i) << " ";  }  cout << endl;  return 0;  } |
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// Task-2 Codes

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| #ifndef DYNARR\_H\_INCLUDED  #define DYNARR\_H\_INCLUDED  class dynArr{  private:  int \*data;  int size;  public:  dynArr();  dynArr(int);  ~dynArr();  void setValue(int, int);  int getValue(int);  void allocate(int s);  };  #endif // DYNARR\_H\_INCLUDED |
| #include "dynarr.h"  #include <iostream>  using namespace std;  dynArr::dynArr(){  data = NULL;  size = 0;  }  dynArr::dynArr(int s){  data = new int[s];  size = s;  }  dynArr::~dynArr(){  delete [] data;  }  int dynArr::getValue(int index){  return data[index];  }  void dynArr::setValue(int index, int value){  data[index] = value;  }  void dynArr::allocate(int s){  delete[] data;  data = new int[s];  size = s;  } |
| #include <iostream>  #include "dynarr.h"  using namespace std;  int main()  {  dynArr obj1;  dynArr obj2(5);  int num;  cout << "Enter elements for obj2: " << endl;  for(int i = 0; i < 5; i++){  cout << "Enter " << (i+1) << "-th number: ";  cin >> num;  obj2.setValue(i, num);  }  cout << endl << endl << "Elements of 2nd Object: " << endl;  for(int i = 0; i < 5; i++){  cout << obj2.getValue(i) << " ";  }  cout << endl;  obj1.allocate(5);  obj2.allocate(10);  cout << endl << endl << "Enter elements for obj1: " << endl;  for(int i = 0; i < 5; i++){  cout << "Enter " << (i+1) << "-th number: ";  cin >> num;  obj1.setValue(i, num);  }  cout << endl << endl << "Elements of 1st Object: " << endl;  for(int i = 0; i < 5; i++){  cout << obj1.getValue(i) << " ";  }  return 0;  } |
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// Task-3 Codes

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| #ifndef DYNARR\_H\_INCLUDED  #define DYNARR\_H\_INCLUDED  class dynArr{  private:  int \*data;  int row;  int column;  public:  dynArr();  dynArr(int, int);  ~dynArr();  void setValue(int, int, int);  int getValue(int, int);  void allocate(int, int);  };  #endif // DYNARR\_H\_INCLUDED |
| #include "dynarr.h"  #include <iostream>  using namespace std;  dynArr::dynArr(){  data = NULL;  row = 0;  column = 0;  }  dynArr::dynArr(int r, int c){  data = new int[r\*c];  row = r;  column = c;  }  dynArr::~dynArr(){  delete [] data;  }  int dynArr::getValue(int r, int c){  return \*(data + r \* column + c);  }  void dynArr::setValue(int r, int c, int value){  \*(data + r \* column + c) = value;  }  void dynArr::allocate(int r, int c){  delete[] data;  data = new int[r\*c];  row = r;  column = c;  } |
| #include <iostream>  #include "dynarr.h"  using namespace std;  int main()  {  int row, column, temp;  cout << "Enter row size: ";  cin >> row;  cout << "Enter column size: ";  cin >> column;  dynArr object1(row, column);  cout << endl << "Enter all elements(" << row << ", " << column << "): " << endl;  for(int i = 0; i < row; i++){  for(int j = 0; j < column; j++){  cout << "Enter elements of (" << (i+1) << ", " << (j+1) << "): ";  cin >> temp;  object1.setValue(i, j, temp);  }  }  cout << endl << "All elements in matrix formate: " << endl;  for(int i = 0; i < row; i++){  for(int j = 0; j < column; j++){  cout << object1.getValue(i, j) << " ";  }  cout << endl;  }  object1.~dynArr();  cout << endl;  return 0;  } |
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// Task-4 Codes

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// Task-5 Codes

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