

C++ Programming Assignment - 28

Draw object layout of below code snippets and explain its internal working in detail.

```
1. class base
{
    public :
        int i;
        float f;
        double d;

        void fun()
    {}

    void gun()
    {}

};

class derived : public base
{
    public :
        int i;
        double d;

        void sun()
    {}

    void fun()
    {}

};

int main()
{
    base bobj;
    derived dobj;

    return 0;
}
```

```
2. class base1
{
    public :
        int i;
        float f;

        void gun()
    {}

};

class base2
{
    public :
        int j;
        float g;

        void fun()
    {}

};

class derived : public base1, base2
{
    public :
        int i;
        double d;

        void sun()
    {}

        void fun()
    {}

};

int main()
{
    derived dobj;

    return 0;
}
```

```
3. class base
{
    public :
        int i;
        float f;

        void fun()           // 1000
    {}

    virtual void gun()     // 2000
    {}

};

class derived : public base
{
    public :
        int i;
        double d;

        virtual void fun()   // 3000
    {}

    void gun()             // 4000
    {}

    virtual void sun()     // 5000
    {}

};

int main()
{
    derived dobj;

    return 0;
}
```

```
4. class base
{
    public :
        int i;
        float f;

        virtual void fun()      // 1000
    {}

        virtual void gun()      // 2000
    {}

        virtual void sun()      // 3000
    {}

        void run()              // 4000
    {}

};

class derived : public base
{
    public :
        int i;
        double d;

        virtual void fun()      // 5000
    {}

        virtual void gun()      // 6000
    {}

        void sun()              // 7000
    {}

        virtual void run()      // 8000
    {}

};

int main()
{
    derived dobj;

    return 0;
}
```

```
5. class base
{
    public :
        int i;
        float f;

        void gun() // 1000
    {}

        virtual void sun() // 2000
    {}

};

class derived : public base
{
    public :
        int i;
        double d;

        virtual void fun() // 3000
    {}

        void gun() // 4000
    {}

        virtual void sun() // 5000
    {}

};

int main()
{
    derived dobj;

    return 0;
}
```