<u>Aim:</u> WAP to create a class to read and add two distance. (e.g. 8 feet 16 inch + 4 feet 14 inch = 14 feet 6 inch)

```
#include<iostream>
using namespace std;
class Distance
       public:
       int feet;
       float inch;
};
int main()
       Distance d1, d2, d3;
       cout << "Enter 1st distance: "<<endl<<endl;</pre>
       cout << "Enter feet: ";</pre>
       cin >> d1.feet;
       cout << "Enter inch: ";</pre>
       cin >> d1.inch;
       cout << "-----"<<endl:
       cout << "Enter 2nd distance: "<<endl<<endl;</pre>
       cout << "Enter feet: ";</pre>
       cin >> d2.feet;
       cout << "Enter inch: ";</pre>
       cin >> d2.inch;
       cout << endl << "-----"<< endl;
       d3.feet = d1.feet + d2.feet;
       d3.inch = d1.inch + d2.inch;
```

```
if (d3.inch > 12)
{
     int extra = d3.inch /12;
     d3.feet = d3.feet + extra;
     d3.inch = d3.inch -(extra*12);
}

cout << "Sum of two distance: "<<d3.feet <<" feet " <<d3.inch <<" inch "<<endl;
     return 0;</pre>
```

}

Aim: WAP to create a class to read and add two times.

```
#include<iostream>
using namespace std;
class Time
  public:
       int hour;
  int minute;
  int second;
};
int main()
   Time t1,t2,t3;
   cout << "-----Time-1-----"<<endl;
   cout << "Enter hour: ";</pre>
   cin >> t1.hour;
   cout << "Enter minute: ";</pre>
   cin >> t1.minute;
   cout << "Enter second: ";
   cin >> t1.second;
   cout << endl<<"-----"<<endl;
   cout << "Enter hour: ";</pre>
   cin >> t2.hour;
   cout << "Enter minute: ";</pre>
   cin >> t2.minute;
   cout << "Enter second: ";</pre>
   cin >> t2.second;
   cout << endl<<"-----"<<endl;
```

```
t3.second =t1.second + t2.second;
t3.minute =t1.minute + t2.minute + (t3.second/60);
t3.hour = t1.hour + t2.hour+(t3.minute/60);
t3.second = t3.second %60;
t3.minute = t3.minute % 60;
cout << "Add two times: "<<t3.hour <<":" <<t3.minute <<":" <<t3.second <<endl;
return 0;
}
```

<u>Aim:</u> WAP to create class to read time in seconds and convert into time in (HH:MM:SS) format.

```
#include<iostream>
using namespace std;
class Time
        public:
        int hours;
        int minutes;
        int second;
};
int main()
       int s;
       Time t1;
       cout << "Enter time in seconds: ";</pre>
       cin >> t1.second;
       t1.hours=t1.second/3600;
       t1.second=t1.second%3600;
       t1.minutes=t1.second/60;
       s = t1.second \% 60;
       cout <<endl<<"The time is: "<<t1.hours <<":" << t1.minutes << ":" <<s;
       return 0;
}
```

<u>Aim:</u> WAP to create a class which Read and Print House details along with Room details.

```
#include<iostream>
using namespace std;
class House
       public:
              int house number;
              int room;
              int hall;
              int kitchen;
};
class Room
       public:
              int length;
              int breath;
              int cupboard;
};
int main()
       House h1;
       Room r1;
       cout << "Enter your house number: "; cin >> h1.house number;
       cout << "How many room in your house: "; cin >> h1.room;
       cout << "How many hall in your house : "; cin >> h1.hall;
       cout << "How many kitchen in your house: "; cin >> h1.kitchen;
```

<u>Aim:</u> WAP which illustrates the use of public and private access modifiers.

```
#include<iostream>
using namespace std;
class Restaurant
       private:
       int starter;
       int desserts;
       int soft drinks;
};
class Cafe
  public:
       int hot coffee;
      int black coffee;
       int cold bar;
};
int main()
       Cafe c;
       cout << "Enter Quantity of Hot coffee: "; cin >> c.hot coffee;
       cout << "Enter Quantity of Black coffee: "; cin >> c.black coffee;
       cout << "Enter Quantity of cold bar : ";</pre>
                                              cin >> c.cold bar;
       cout << endl< <"-----"<< endl:
       cout << " -: You Order :- "<<endl<<=ndl<<"1) Hot coffee: "<<c.hot coffee <<endl
<<"2) Black coffee: "<<c.black coffee <<endl <<"3) Cold bar: "<<c.cold bar;
```

```
return 0;
```