

**Quiz # 7**

**Q#1:** Write down the output/errors of the given code segments.

[5+5+5+5]=20 marks

```
#include <iostream>
#include <cmath>
using namespace std;
const float PI = 3.1415927;
class Container {
protected:
    float height;
    float width;
    float radius;
public:
    void set_volume(float h, float w, float r) {
        height = h;
        width = w;
        radius = r;
    }
};
class Sphere : public Container {
public:
    float volume() {
        float v = ((4 / 3) * PI * pow(radius, 3));
        return v;
    }
};
class Cylinder : public Container {
public:
    float volume() {
        float v = PI * pow(radius, 2) * height;
        return v;
    }
};
int main() {
    Sphere sphere;
    Cylinder cylinder;
    Container *ptrContainer1 = &sphere;
    Container *ptrContainer2 = &cylinder;
    ptrContainer1->set_volume(33.53, 25.11, 0);
    ptrContainer2->set_volume(13, 15, 0);
    cout << sphere.volume() << endl;
    cout << cylinder.volume() << endl;
}
```

```
#include <iostream>
using namespace std;
class A {
public:A() { cout << "A()" << endl; }
public:~A() { cout << "~A()" << endl; }
};
class B {
public:B() { cout << "B()" << endl; }
public:~B() { cout << "~B()" << endl; }
};
class C {
public:C() { cout << "C()" << endl; }
public:~C() { cout << "~C()" << endl; }
};
class D {
public:D() { cout << "D()" << endl; }
public:~D() { cout << "~D()" << endl; }
private: B obj1;
};
```

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```

class E {
public:E() { cout << "E()" << endl; }
public::~E() { cout << "~E()" << endl; }
private: A obj1;
};
class F {
public:F() { cout << "F()" << endl; }
public::~F() { cout << "~F()" << endl; }
};
class G {
public:G() { cout << "G()" << endl; }
public::~G() { cout << "~G()" << endl; }
private: C obj1;
private: D obj2;
};
class H {
public:H() { cout << "H()" << endl; }
public::~H() { cout << "~H()" << endl; }
private: E obj1;
private: F obj2;
};
class I {
public:I() { cout << "I()" << endl; }
public::~I() { cout << "~I()" << endl; }
private: H obj1;
private: G obj2;
};
void main()
{
    I temp;
}

```

```

#include<iostream>
using namespace std;
class A{
public:
    virtual void f(){
        cout << "A" << endl;}
};
class B : public A
{
};
class C : public B
{
public:
    void f(){
        B::f();
        cout << "C" << endl;}
};
class D : public C
{
public:
    void f(){
        C::f();
        cout << "D" << endl;}
};
int main()
{
    B * b = new D();
    b->f();
    return 0;
}

```

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**Quiz # 7**

```
#include <iostream>
using namespace std;
class Base {
    virtual void method() {
        cout << "from Base" << endl;
    }
public:
    virtual ~Base() { method(); }
    void baseMethod() { method(); }
};

class A : public Base {
    void method()
    {
        cout << "from A" << endl;
    }
public:
    ~A() { method(); }
};

int main(void) {
    Base* base = new A;
    base->baseMethod();
    delete base;
    return 0;
}
```