



FAST- National University of Computer & Emerging Sciences, Karachi.  
School of Computing,  
Mid Examination, Spring 2022  
7th April, 2022, 8:15 AM – 9:45 AM



Course Code: CL-1004	Course Name: Object Oriented Programming Lab	
Instructors: Muhammad Sudais	Paper: B	
Student Roll No: 21K-3158	Section: BCS-2J	

**Instructions:**

- Except your Roll No and Section, DO NOT WRITE anything on this paper.
- Return the question paper and Submit your codes in a single txt file on Google Classroom before the end of time.
- Read each question completely before answering it. There are 4 questions on 2 pages.
- In case of any ambiguity, you may make assumptions but your assumption must not contradict any statement in the question paper.
- Time distribution: Total time is 90 minutes. 15 minutes are allotted for reading the question paper and submission on google classroom. 75 minutes are allotted for solving the problems.

Time Allowed: 90 minutes

Maximum Points: 100

**Question 01- Warm Up** (Estimated Time: 10 minutes, Total Marks: 20)

Create a single C++ Program which has two functions. The first function returns true if the string is palindrome. If the string is not palindrome, the 2<sup>nd</sup> function will take the string and make it palindrome by changing ONLY the unmatched characters (ABBAA → AABAA or ABBBA). Using the appropriate arguments and return type for functions is part of question.

**Question 02- Case Study** (Estimated Time: 25 minutes, Total Marks: 30)

You have to create an Employee management system for a company.

A company must have a code, a name and an Address. It must have the functionality of displaying its details. An employee is associated with company so it must have a company object, name, employee id and a position. Whenever an employee is created/constructed (with or without parameters), the employee count in company object must increase by 1. It must have a functionality to display its details. Furthermore, an employee can be of two types a fulltime or a parttime employee. A fulltime employee has a salary which by default is 20000 but can be set to any value when the employee is created/constructed. A part time employee has a salary per hour which is 500 by default and work hours per week which is 20 by default but both of them can also be set while creation. A department has a name, a revenue, an id, and a head of department which is basically employee. It must have a functionality to display its details.

A basic scratch of the mentioned code is given. The driver program is also given.

```
int main()
{
    Company c(111,"AYZ Corp","ABC Street"),
    c.display(),
    Employee e1(12234,"Employee 1","HOD",c),
    Employee e2(12233,"Employee 2","HOD",c),
    c.display(),
    e1.display(),
    e2.display(),
    Department d1(e1,"Dept1",1,100000),
    Department d2(e2,"Dept2",2,200000),
    d1.display(),
    d2.display(),
    FullTimeEmployee f(20000),
    PartTimeEmployee p(20,1000),
}
```

10

✓ Ship	SetTicketPrice	CapacityPerBogie
IncreaseMaxSpeed ➡	ArrivalTime	DepartureTime
NoOfBogie	RailRoad	Driver ➡
✓ Vehicle	IncreaseCapacity ➡	ShipName
SetArrivalTime	IncreaseBogie	Sailor
SeaRoute	✓ Train ➡	ShipNumber
ChangeSeaRoute	MaxSpeed ➡	TrainName
Drive ➡	Sail ➡	SetDepartureTime
Capacity ➡	TicketPrice	ChangeRailRoad

You must create a default and a parameterized constructor for each class. Each class should also have a display function which prints the details of that class. The driver function must call show all the implementations done in classes.

20

```
classDiagram
    class Animal {
        +print()
    }
    class Feline {
        +print()
        +speak()
    }
    class Lion {
        +print()
        +speak()
        +speak(int n)
    }
    Animal <|-- Feline
    Feline <|-- Lion
    Feline ..> Note1 : print Meow on speak()
    Lion ..> Note2 : print Roar on speak()
    Lion ..> Note3 : print n times Roar on speak(n)
```

The diagram illustrates a class hierarchy where **Animal** is the base class, and **Feline** and **Lion** are subclasses. **Animal** has a `+print()` method. **Feline** overrides `+print()` and adds `+speak()`. **Lion** inherits from **Feline** and overrides both `+print()` and `+speak()`, while adding a new method `+speak(int n)`. Dashed lines connect the `+speak()` methods of **Feline** and **Lion** to external action boxes: "print Meow on speak()" for **Feline**, and "print Roar on speak()" and "print n times Roar on speak(n)" for **Lion**.

**Best of Luck 😊**