

MILITARY INSTITUTE OF SCIENCE AND TECHNOLOGY

Department of Computer Science and Engineering (CSE)

CSE 206: Object-Oriented Programming Language Sessional I

Online 2

Time: 1 Hr 30 min (End time: 0235 PM)	Full marks: 35
Create a file yourID_online2_CSE206.cpp. Submit only the .cpp file in the classroom. Here's the template . Code on top of it.	

<div><div><div><div><div>A</div><div>int a1;</div><div>int a2;</div><div>string a3;</div><div>A(...) (param. Constructor)</div><div>fa()=0</div><div>display(){...} (display all info)</div></div><div><div>B</div><div>double b1;</div><div>fb()={b1+b2}</div><div>int b2;</div><div>B(...) (param. Constructor)</div><div>fa()={a1+a2+b1+b2}</div><div>display(){...} (display all info)</div></div><div><div>C</div><div>int c1;</div><div>C(...) (param. Constructor)</div></div><div><div>D</div><div>int d1;</div><div>D(...) (param. Constructor)</div></div><div><div>E</div><div><int, float or double> e1;</div><div>E(...) (param. Constructor)</div></div></div><div><div><div>F</div><div>float f1;</div><div>F(...) (param. Constructor)</div><div>ff()={f1+a1+a2}</div></div><div><div>G</div><div>char g;</div><div>G(...) (param. Constructor)</div><div>ff()={f1+a1+a2+ (int) g}</div><div>(may need delegate function)</div></div></div><div>Private</div><div><div>Private member</div><div>Protected member</div><div>Public member</div></div></div></div>		
Take a look at the inheritance scenario given above. Note that all inheritances are public inheritance unless stated otherwise.		
Now, answer the following questions:		
1	Implement the scenario depicted above in C++. Remember to write a parameterized constructor and destructor for each base and derived class. The constructor sets values for ALL the member variables.	10
2	Identify pure virtual functions , abstract class , and diamond problem in the above scenario. Address them accordingly when you implement the classes.	8
3	Use templates as necessary, judging by the data type of member variables of the class(es).	4
4	Write a delegate function as necessary to do the job of function ff() in class G .	3
5	Assign an object of class B to a pointer of class A. Then call display() function using that pointer. Ensure that the appropriate display() function is called.	3
(Bonus) - This question is optional.		

6	<p>Now, overload the following operators based on the details in the table given below.</p> <p>Note that, A1, B1, C1 E1 are objects of classes A, B, C E respectively.</p> <table><tr><th>Operator</th><th>Sample Operation</th><th>Description</th></tr><tr><td>/</td><td>float a = B1 / B2;</td><td>Computes b1 / b1 (vars of class B1 and B2 respectively). Returns a float number.</td></tr><tr><td>^</td><td>double d = 3 ^ B1;</td><td>Computes pow(3, b1). Returns a double.</td></tr><tr><td>++</td><td>C1++;</td><td>Increments the value of c1 by 5;</td></tr><tr><td>[]</td><td>cout<<A1[2] or A1[2] = 'C'</td><td>Returns the char in index 2 of string a3 of class A or assigns "C" to index 2 of a3.</td></tr><tr><td>=</td><td>double d1 = B1;</td><td>Assigns a1+a2+b1+b2 of class B to a double variable. (type conversion)</td></tr></table>	Operator	Sample Operation	Description	/	float a = B1 / B2;	Computes b1 / b1 (vars of class B1 and B2 respectively). Returns a float number.	^	double d = 3 ^ B1;	Computes pow(3, b1). Returns a double.	++	C1++;	Increments the value of c1 by 5 ;	[]	cout<<A1[2] or A1[2] = 'C'	Returns the char in index 2 of string a3 of class A or assigns "C" to index 2 of a3.	=	double d1 = B1;	Assigns a1+a2+b1+b2 of class B to a double variable. (type conversion)	10
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7	<p>While overloading the “ / ” operator in question 6, don't let divide by 0 happen. Throw an error named “Divide by 0” and terminate the program. (exception handling).</p> <p>(Bonus) - This question is optional.</p>	5																		