file1.c

struct student{

}

accept()

print();

file2.c

accept()

print();

file3.c

accept()

print();

file4.c

accept()

print();

file5.c

accept()

print();

file6.c

accept()

print();

file12.c

file11.c

file10.c

file9.c

file8.c

file7.c

E- Attendance

OOA

Student
Employee
Attendance

OOD

```
struct student{
int rollno;
char name[30];
double marks;
}

struct Employee{
int empid;
string name;
double salary;
}

struct Attendance{
id
inpunch
outpunch
role
}
```

OOP

decide the language

Analyze the requirements
in terms of objects

Attendance

			role
1	8:00	7:00	emp
1	8:15	6:00	stu

Mobile Device

Budget- 15000
processor
Ram
storage
camera
Battery

Company
7000

500
400
700
1000
800

Customer

Student

Company

Encapsulation

Employee

plastic/metalic

PG-DAC
- CPP
- Database
- Java
- OS
- AWP
- .NET
..
.
.
.

Modularity

GrandFather

property

Father

property

property 2

son

property

property 2

intel

Gen 1

processor

Gen 2

processor

Gen3

processor

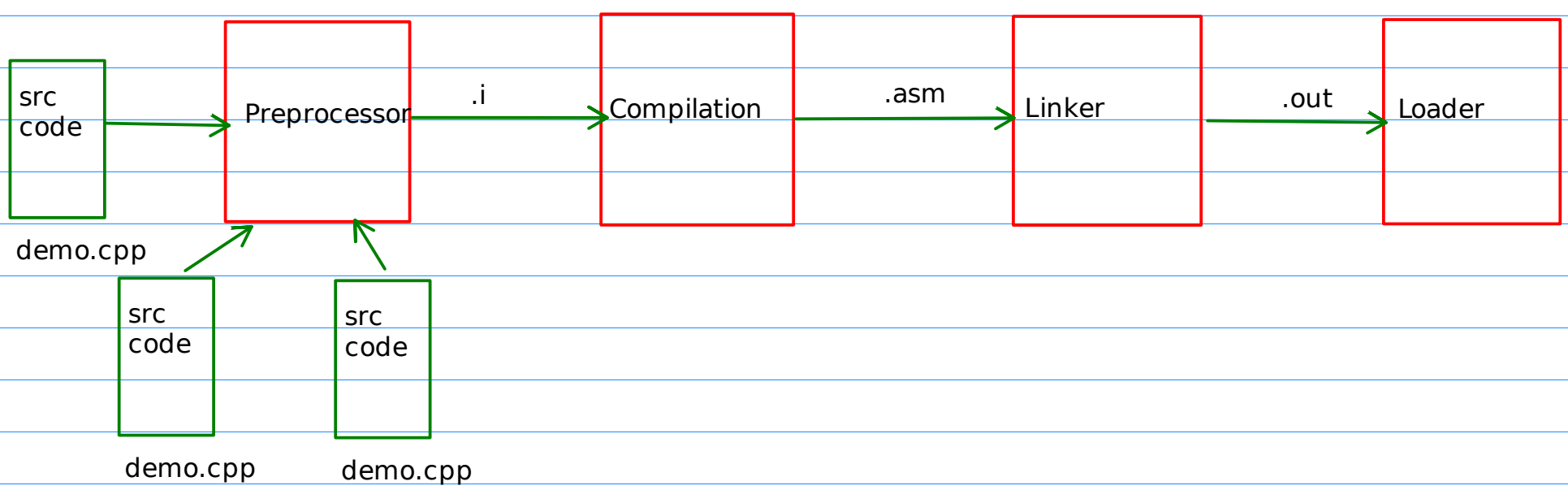
Calculations

It behaves like a Phone
It behaves like a Digital camera
It behaves like a Radio
It behaves like a Calulator
It behaves like a Torch
It behaves like a Calender
.
.
.
.
.

Aparichit

Task 1 -> Complete
Task 2 -> Complete
Task 3 ->
Task 4
.
.
.
.
Task n

Printf();
scanf()



char ch;

0-255

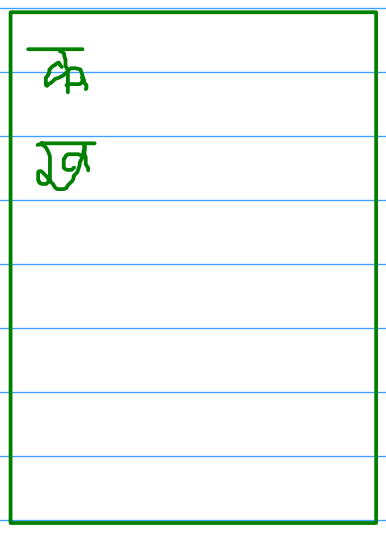
a - 97

z - 122

A - 65

Z

hindi

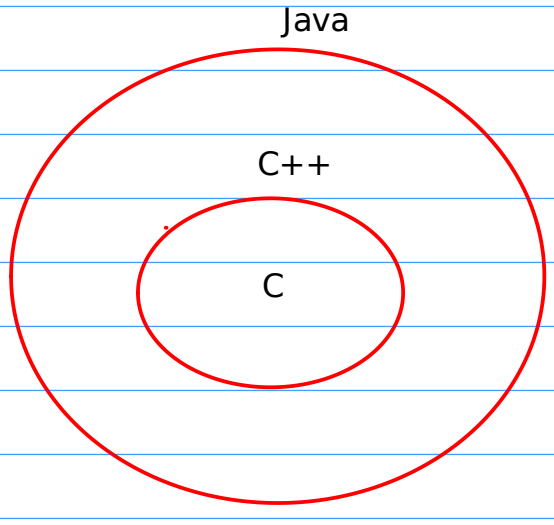


char

0 -
1
2
3.
.
.
.
..
.
.
..
.
.
255

wchar_t

0 -
1
2
3
4
..
.
.
.
.
.
.
255
.
257
258
.
.
..
.
.
.
.
.
65000+

struct employee e1;
struct employee e2;
int num1 = 40;

untill program is executing