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IT150 Lab Assignment 1

1. Develop programs that implements class and use it with objects illustrating their declarations, definition, and accessing members. Write a C++ program to create a class called Person that has private member variables for name, age and address etc,.

CODE

```
#include <bits/stdc++.h>
using namespace std;
class Person {
    string name;
    int age;
    string address;
    Person() : name("Unknown"), age(0), address("Unknown") {}
    void setInfo(const string& newName, int newAge, const string& newAddress) {
        name = newName;
        age = newAge;
        address = newAddress;
    void getInfoFromUser() {
        cout << "Enter name: ";</pre>
        getline(cin, name);
        cout << "Enter age: ";
        cin >> age;
        cin.ignore();
        cout << "Enter address: ";</pre>
        getline(cin, address);
    void displayInfo() const {
    cout << "Name: " << name << "\nAge: " << age << "\nAddress: " << address << endl;</pre>
};
int main() {
    Person person;
    cout << "Enter information for the person:\n";</pre>
    person.getInfoFromUser();
                                                          I
    cout << "\nPerson Information:\n";</pre>
    person.displayInfo();
    return 0;
```

OUTPUT

nithin@nithin1729s:~/Codes/Sem4/IT150/Lab/Lab_1\$ g++ P1.cpp
nithin@nithin1729s:~/Codes/Sem4/IT150/Lab/Lab_1\$./a.out
Enter information for the person:
Enter name: Nithin
Enter age: 19
Enter address: Nitk

Person Information:
Name: Nithin
Age: 19
Address: Nitk
nithin@nithin1729s:~/Codes/Sem4/IT150/Lab/Lab_1\$

2. Write a C++ program to create a class called Car that has private member variables for brand, model, engine etc.

CODE

```
#include<bits/stdc++.h>
sing namespace std;
    string brand;
    string model;
    float engine;
    Car() : brand("Unknown"), model("Unknown"), engine(0.0) {}
    void setInfo(const string& newBrand, const string& newModel, float newEngine) {
        brand = newBrand;
        model = newModel;
        engine = newEngine;
    void getInfoFromUser() {
        cout << "Enter brand: ";</pre>
        getline(cin, brand);
        cout << "Enter model: ";</pre>
        getline(cin, model);
        cout << "Enter engine size (in liters): ";</pre>
        cin >> engine;
        cin.ignore();
    void displayInfo() const {
    cout << "Brand: " << brand << "\nModel: " << model << "\nEngine Size: " << engine << " liters" << endl;</pre>
int main() {
    Car car;
    cout << "Enter information for the car:\n";</pre>
    car.getInfoFromUser();
                                                                                                                I
    cout << "\nCar Information:\n";</pre>
    car.displayInfo();
```

OUTPUT

```
nithin@nithin1729s:~/Codes/Sem4/IT150/Lab/Lab_1$ g++ P2.cpp
nithin@nithin1729s:~/Codes/Sem4/IT150/Lab/Lab_1$ ./a.out
Enter information for the car:
Enter brand: Toyota
Enter model: ME139
Enter engine size (in liters): 67

Car Information:
Brand: Toyota
Model: ME139
Engine Size: 67 liters
nithin@nithin1729s:~/Codes/Sem4/IT150/Lab/Lab_1$
```

3. Write a program to illustrate the working of public and private in C++ Class.

CODE

```
#include<bits/stdc++.h>
class MyClass {
    int privateVar;
    int publicVar;
    MyClass() : privateVar(0), publicVar(0) {}
    void setPrivateVar(int value) {
         privateVar = value;
    void displayInfo() {
         cout << "Private Variable: " << privateVar << endl;
cout << "Public Variable: " << publicVar << endl;</pre>
int main() {
    MyClass obj;
    // Accessing public member directly
    obj.publicVar = 42;
    // Accessing private member using a public member function
    obj.setPrivateVar(21);
                                                                                            I
    obj.displayInfo();
```

OUTPUT

```
nithin@nithin1729s:~/Codes/Sem4/IT150/Lab/Lab_1$ g++ P3.cpp
nithin@nithin1729s:~/Codes/Sem4/IT150/Lab/Lab_1$ ./a.out
Private Variable: 21
Public Variable: 42
nithin@nithin1729s:~/Codes/Sem4/IT150/Lab/Lab_1$
```

After Uncommenting obj.privateVar =10 line the compilation of the code throws an error, which is not the case in public variables