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Assignment On

Use of Friend Function

**Course Title:** Object Oriented Programming Language

**Course Code:** CSE 121

**Submitted To:**

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Section: 1

Program:B.SC. in CSE

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**Title:** Write a program which contains a class named employee and the member of the class are a construct without parameter, a constructor with para meter, a destructor, 4 data member named salary,department,hour and wages. 2 member function named display(),set\_info. This program will print all the info of employee and also calculate the salary.

**Source Code:**

#include<iostream>

using namespace std;

class employee {

double salary;

public:

string department;

double wages,hour;

employee();

employee(string,double,double,double);

friend void cal\_salary(employee);

void display();

void set\_info();

~employee() {

}

};

employee :: employee() {

salary=0.0;

department="cse";

wages=200.0;

hour=0.0; }

employee :: employee(string a,double b,double c,double d) {

salary=d;

department=a;

wages=b;

hour=c; }

void employee::set\_info() {

cout << "Department of:"<< endl;

cin >> department;

cout <<"Hour rate:"<< endl;

cin >> wages;

cout <<"Work hour:"<< endl;

cin >> hour; }

void cal\_salary(employee ob) {

ob.salary=ob.wages\*ob.hour;

cout << "Salary: "<<ob.salary<<endl;

}

void employee :: display()

{

cout << "Department of: "<< department << endl;

cout << "Hour rate: " << wages << endl;

cout << "Work time: "<< hour<< endl; }

int main() {

employee em1,em2("cse",200.0,0.0,0.0);

em1.set\_info();

em1.display();

cal\_salary(em1);

em2.set\_info();

em2.display();

cal\_salary(em2);

}

**Sample Output:**

