

CDAC---> IT placement

CCAT --->rank

DAC

DMC

DBDA

DESD

Ditiss

section B

lecture Lab

C

DS

OS

DCN

oop C++

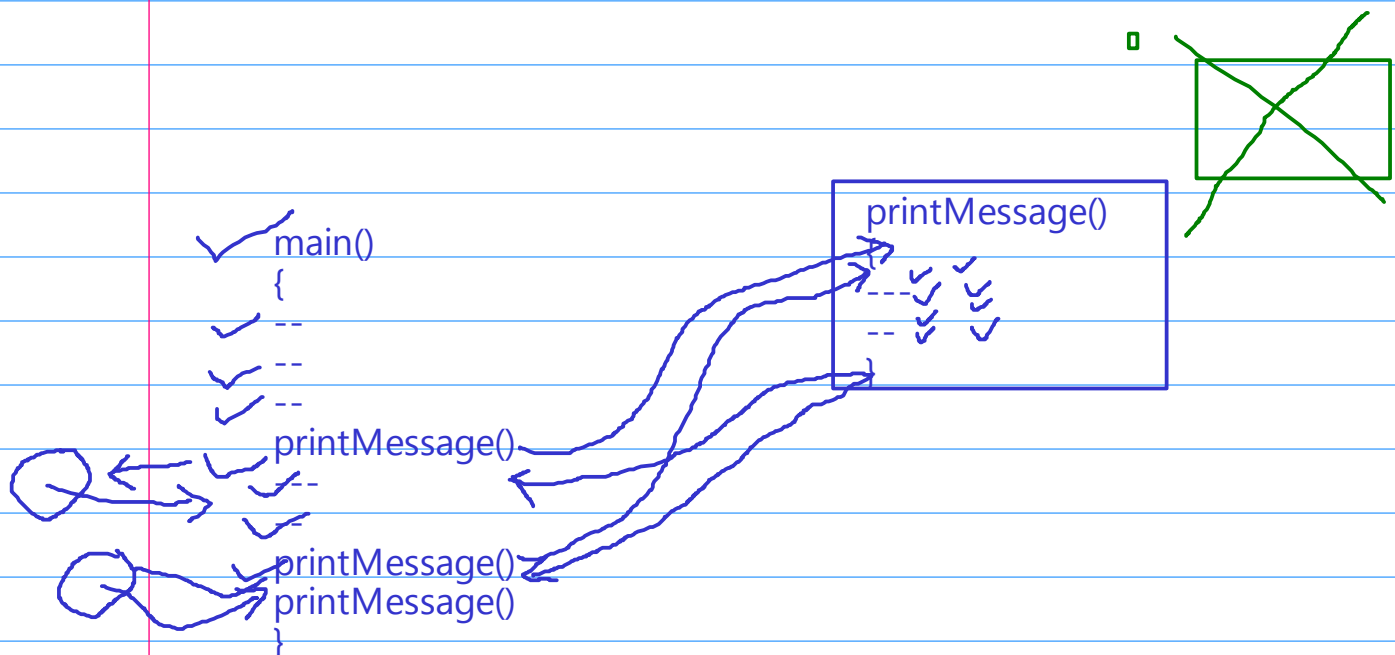
C++ --> oopl

2000+

C++ --->C+oop

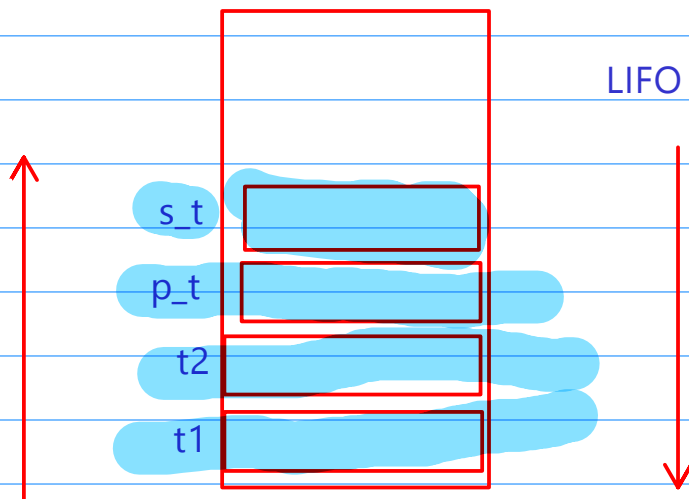
100% --->35 -- 40 %

C++----> DAC-->100



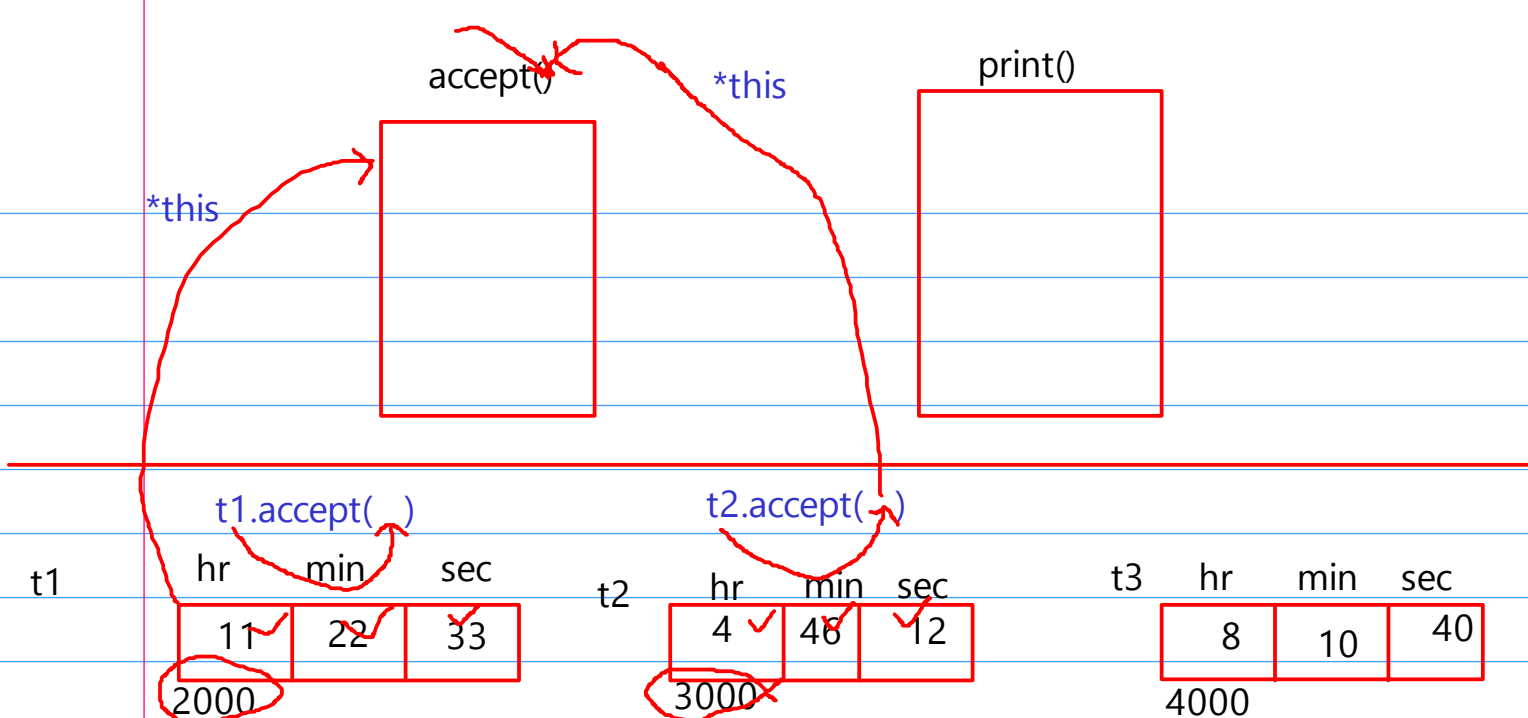
✓ void printValue(int n1) => printValue@int
 ✓ void printValue(int n1, int n2) => printValue@int, int
 void printValue(char ch) => printValue@char
 ✓ void printValue(int n1, char ch) => printValue@int, char 2
 ✓ void printValue(char ch, int n1) => printValue@char, int 2

stud	time
-name	-hr
-age	-min
-rollno	-sec
-sal	
-mgr name	



7 --> 4th --> 3
 5th --> oop ***
 6th ---> inheritance
 7th --->
 feedback mid-1

sat -2
 mon -2



struct in c

class in cpp

```

struct time {
    int hr, min, sec;
};

void accept( struct time *p) {
    scanf("%d:%d:%d", &p->hr,
    &p->min, &p->sec);
}

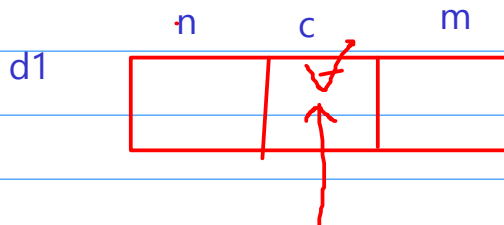
Main()
{
    struct time t;
    accept(&t);
}
  
```

```

class time {
    int hr, min, sec;
    void accept() {
        scanf("%d:%d:%d",&hr, &min,
        &sec);
    }
}; //end of class

Main()
{
    time t;
    t.accept();
}
  
```

current obj/ calling obj



??

```

int num1;
num1=10;
num1=55;

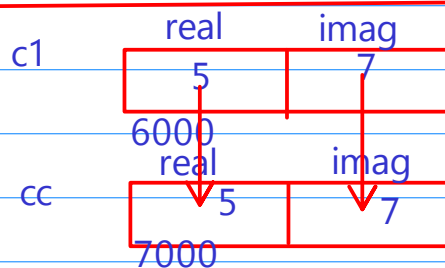
int num1=10
  
```

✓concept
✓use
✓req

int n1
n1=10
cout->10
int& ref=n1 ←
ref=15
cout->n1=>15
cout->ref=>15

n1 ref
15 num1
2000
int& num1=ref
n1

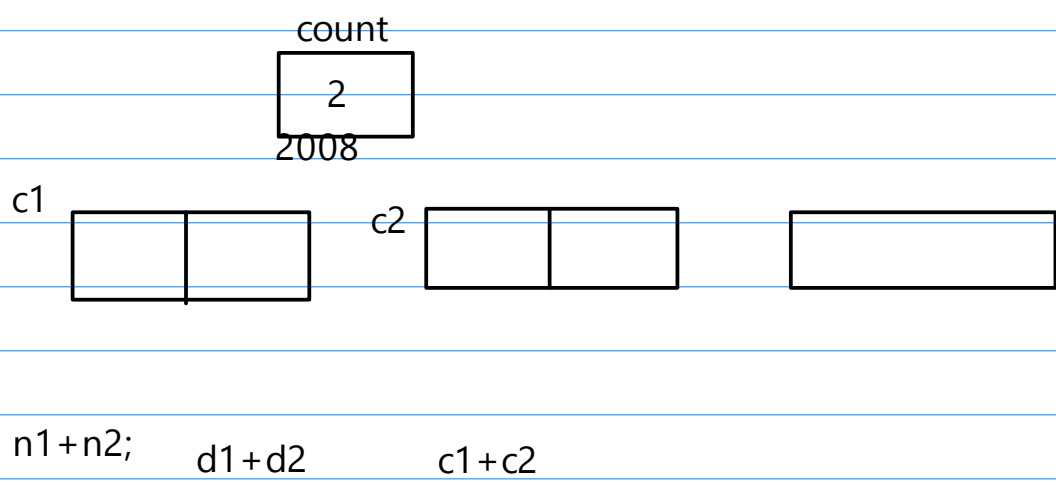
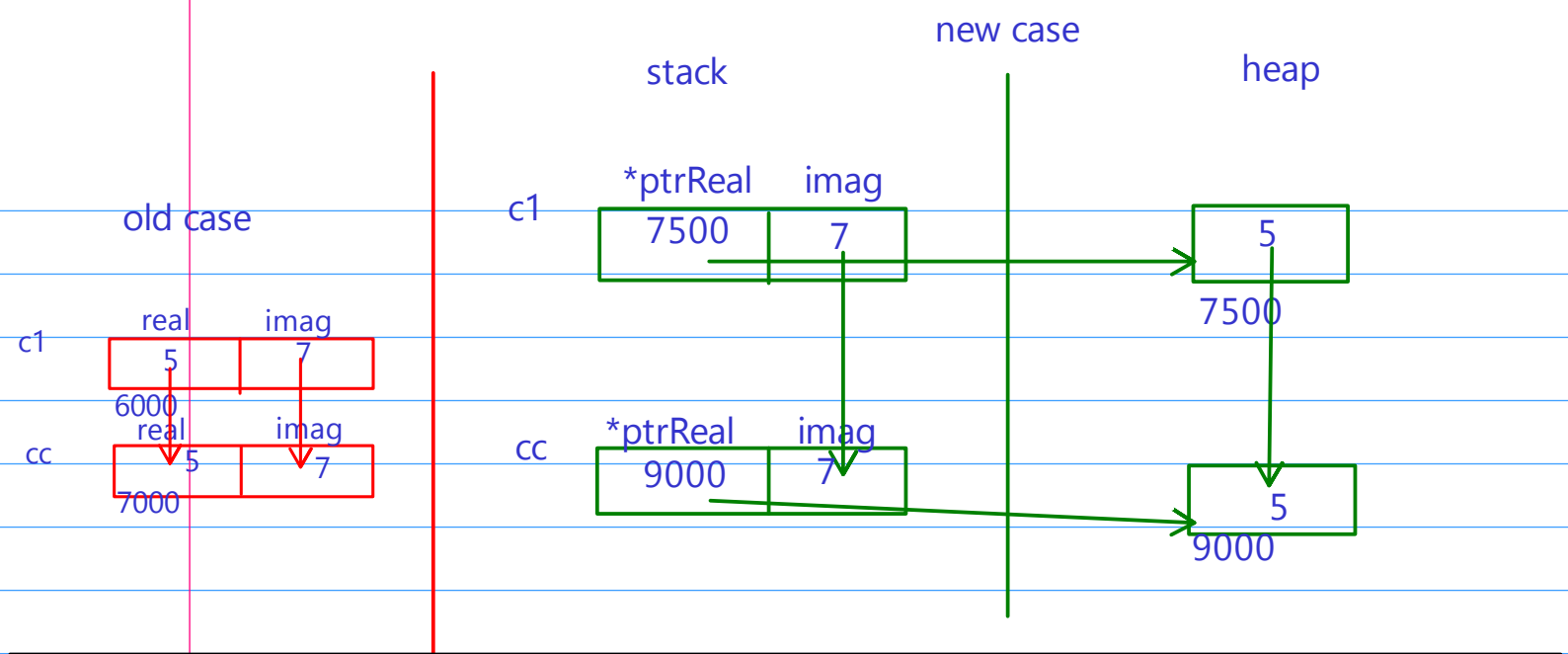
int n1-> int type data type
int* ptr-> int pointer type datatype
int& ref-> int ref type datatype



main() { n1+n2

complex
{
public:
sum(✓complex& c2)
{
complex c3;
c3.real=this->real+c2.real
return c3
}
}

complex c1(7,6);
complex c2(3,2);
~~c1.real+c2.real~~
//?
current obj c1.sum(c2)
}



printf("enter %d",n1);

printf(---)

class accout

{
private:

--

--

--

fun()

fun2()

public:

withd()

disp()

}

main()

{

accout a1;

a1.withd()

a1.disp()

}

e1

cc

fuel



car c1

engine e price

