

## OOP LAB-2 LAB-3 Experiments

1	Write an object oriented program with constructor, default constructor, copy constructor and destructor to read a set of lines from stdin and store them in an array A; again read a string S from the stdin and check whether the given string is in the array A. If it is, print that line and also how many times it has been repeated in the array A.
2	Write an object oriented program with constructor, default constructor, copy constructor and destructor to read a set of lines from stdin and store them in an array A; again read two strings S1 and S2 from the stdin and check whether the given string S1 is in the array A. If it is, replace the string S1 with the string S2 and print the updated array. For example, A = concatenate S1 = cat S2 = 123 The updated A is <i>con123enate</i>
3	Develop an object oriented program in C++ to read the following information from the keyboard: <i>Employee name</i> <i>Employee code</i> <i>Designation</i> <i>Years of experience</i> <i>Age</i> Construct the database with suitable member functions for initializing and destroying the data, viz. constructor, default constructor, copy constructor, destructor, static member functions, friend class, this pointer, inline code and dynamic memory allocation operators - new and delete.
4	Develop an object oriented program in C++ to create a database of the following items: <i>Name of the patient</i> <i>Sex</i> <i>Age</i> <i>Ward number</i> <i>Bed number</i> <i>Nature of the illness</i> <i>Date of admission</i> Construct the database with suitable member functions for initializing and destroying the data viz constructor, default constructor, copy constructor, destructor, static member functions, friend class, this pointer, inline code and dynamic memory allocation operators - new and delete.

5	<p>Develop an object oriented program in C++ to create a pay roll system of an organization assuming that the following information can be read from the key-board:</p> <p><i>Employee name</i>  <i>Employee code</i>  <i>Designation</i>  <i>Account number</i>  <i>Date of joining</i>  <i>Basic pay</i>  <i>DA, HRA and CCA</i>  <i>Deductions like PPF, GPF, CPF, LIC, NSS, NSC etc</i></p> <p>Construct the database with suitable member functions for initializing and destroying the data viz constructor, default constructor, copy constructor, destructor, static member functions, friend class, this pointer, inline code and dynamic memory allocation operators - new and delete.</p>
6	<p>Develop an object oriented program in C++ to prepare the mark sheet of an University examination assuming that the following items can be read from the keyboard:</p> <p><i>Name of the student</i>  <i>Roll number</i>  <i>Subject code</i>  <i>Subject name</i>  <i>Internal marks</i>  <i>External marks</i></p> <p>Construct the database with suitable member functions for initializing and destroying the data viz constructor, default constructor, copy constructor, destructor static member functions, friend class, this pointer, inline code and dynamic memory allocation operators - new and delete.</p>
7	<p>Develop an object oriented program in C++ to create a library information system containing the following for all books in the library:</p> <p><i>Accession number</i>  <i>Name of the author</i>  <i>Title of the book</i>  <i>Year of publication</i>  <i>Publisher's name</i>  <i>Cost of the book</i></p> <p>Construct the database with suitable member functions for initializing and destroying the data viz constructor, default constructor, copy constructor, destructor, static member functions, friend class, this pointer, inline code and dynamic memory allocation operators - new and delete.</p>
8	<p>Develop an object oriented program in C++ to create a database of the personnel information system containing the following information:</p> <p><i>Name</i></p>

	<p><i>Date of birth</i> <i>Blood group</i> <i>Height</i> <i>Weight</i> <i>Insurance policy number</i> <i>Contact address</i> <i>Telephone number</i> <i>Driving licence number etc.</i></p> <p>Construct the database with suitable member functions for initializing and destroying the data viz constructor, default constructor, copy constructor, destructor, static member functions, friend class, this pointer, inline code and dynamic memory allocation operators-new and delete.</p>
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