## **INDEX**

S.no	Program	Date	Signature
1.	Write a program to read a matrix of size m x n form the		
	keyboard and display the same using functions		
2	Program to make the use of inline functions.		
3	Write a function power () which raises a number m to a		
	power n. The function takes double value of m and an		
	integer value of n and returns the result. Use a default value		
	of n is 2 to make the function to calculate squares when the		
	argument is omitted.		
4	Program to show that the effect of default arguments can be		
	alternatively achieved by overloading.		
5	Write a class ACCOUNT that represents your bank account		
	and then use it. The class should allow you to deposit money,		
	withdraw money, calculate interest, send a message if you		
	have insufficient balance.		
6	Write a class STRING that can be used to store string, add		
	strings, equates string, output strings.		
7	Program to demonstrate the concept of:		
	a. Default constructor. b. Parameterized constructor.		
	c. Copy constructor. d. Constructor overloading.		
8	Program to demonstrate the concept of destructor.		
9	Create a class TIME to store time in hours and minutes.		
	Write a friend functions to add two Times objects.		
10	Create two classes DM and DB. DM stores the distance in		
	meter and centimeters and DB stores the distance in feet and		
	inches. Write a program two add objects of DM with the		
	objects of DB classes.		
11	Program to overload unary operator.		
12	Program to overload binary operator.		
13	Program to show multiple inheritance.		
14	Program to show multilevel inheritance.		
15	Program to show hybrid inheritance.		
16	Program to show the concept of run time polymorphism		
	using virtual function.		
17	Write a program to create an abstract class named shape that		
	contains an empty method named number of Slides ().		
	Provide three classes named Trapezoid, Triangles and		
	Hexagon such that each one of the classes inherits the class		
	Shape. Each one of the classes contains only the method		
	number of Slides () that shows the number of sides in the		
	given geometrical figures.		