

```
File Edit Search Run Compile Debug Project Options Window Help
ABDUL.CPP 1=[+]
#include <iostream.h>
#include <conio.h>

inline int square(int x){
return x*x;
}
inline add(int a,int b=10){
return a+b;
}
inline add(int a,int b,int c){
return a+b+c;
}
void main(){
clrscr();
cout<<"Squar of (5):"<<square(5)<<endl;
cout<<"Add (5+Default):"<<add(5)<<endl;
cout<<"Add (5+6+7):"<<add(5,6,7)<<endl;
getch();
}

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```

1st Program

```
Squar of (5):25
Add (5+Default):15
Add (5+6+7):18
```

```
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[ ] ABDUL.CPP 1=[ ]
#include <iostream.h>
#include <conio.h>

class student{
public:
    int roll;
    void getData(){
        roll=101;
    }
    void showData(){
        cout<<"Roll Number:"<<roll;
    }
};

void main(){
    clrscr();
    student s;
    s.getData();
    s.showData();
    getch();
}
```

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2nd Program

Roll Number:101_

```
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ABDUL.CPP
#include <iostream.h>
#include <conio.h>

class Number{
public:
    int a;
};

void display(Number n){
    cout<<"Value:"<<n.a;
}

void main(){
    clrscr();
    Number obj;
    obj.a=50;
    display(obj);
    getch();
}
```

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3rd Program

Value:50_

```
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ABDUL.CPP
#include <iostream.h>
#include <conio.h>

class Sample{
int x;
public:
    Sample() {x = 20;}
    friend void show(Sample s);
};

void show(Sample s){
    cout<<"Value of X:"<<s.x;
};

void main(){
    clrscr();
    Sample obj;
    show(obj);
    getch();
}
```

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4th Program !!

Value of X:20_

```
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ABDUL.CPP
#include <iostream.h>
#include <conio.h>

class Test{
public:
    int x;
};

void change(Test t){
    t.x=100;
    cout<<"Inside Function:"<<t.x<<endl;
}

void main(){
    clrscr();
    Test obj;
    obj.x=10;
    change(obj);
    cout<<"Outside Function:"<<obj.x;
    getch();
}
```

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5th Program !!

Inside Function:100
Outside Function:10_

```
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ABDUL.CPP 1=[↑]
#include <iostream.h>
#include <conio.h>

class Demo{
public:
    Demo(){
        cout<<"Constructor Called"<<endl;
    }
    ~Demo(){
        cout<<"Destructor Called";
    }
};

void main(){
    clrscr();
    {
        Demo obj;
    }
    getch();
}
```

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6th Program !!

Constructor Called
Destructor Called_


```
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[■] ABDUL.CPP 1=[↑]
#include <iostream.h>
#include <conio.h>

class Unary{
int x;
public:
    Unary(int a){x=a;}
    void operator ++() {
        x=x+1;
    }
void display(){
    cout<<"Value = "<<x;
}
};
void main(){
    clrscr();
    Unary obj(10);
    ++obj;
    obj.display();
    getch();
}
```

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7th Program !!

Value = 11_

```
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ABDUL.CPP 1=[↑]
#include <iostream.h>
#include <conio.h>

class Add{
    int a;
public:
    Add(int x){a = x;}
    Add operator + (Add obj){
        return Add (a+obj.a);
    }
    void display(){
        cout<<a;
    }
};

void main(){
    clrscr();
    Add a1(10),a2(20);
    Add a3 = a1 + a2;
    cout<<"Sum is:";
    a3.display();
    getch();
}

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```

8th Program !!

Sum is:30_


```
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ABDUL.CPP 1=1
#include <iostream.h>
#include <conio.h>

class A{
public:
    void showA(){
        cout<<"Class A"<<endl;
    }
};

class B:public A{
public:
    void showB(){
        cout<<"Class B";
    }
};

void main(){
    clrscr();
    B obj;
    obj.showA();
    obj.showB();
    getch();
}
```

9th(A) Program !!

Class A
Class B_

```
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ABDUL.CPP
#include <iostream.h>
#include <conio.h>
class A{
public:
    void showA(){
        cout<<"Class A"<<endl;
    }
};
class B:public A{
public:
    void showB(){
        cout<<"Class B";
    }
};
class C:public B{
public:
    void showC(){
        cout<<"Class C";
    }
};
void main(){
    clrscr();
    C obj;
    obj.showA();
    obj.showB();
    obj.showC();
    getch();
}
```

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9th(B) Program !!

Class A
Class B
Class C

```
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[ ] ABDUL.CPP 1=[ ]
#include <iostream.h>
#include <conio.h>
class A{
public:
    void showA(){
        cout<<"Class A"<<endl;
    }
};
class B{
public:
    void showB(){
        cout<<"Class B";
    }
};
class C:public A,public_B{
};
void main(){
    clrscr();
    C obj;
    obj.showA();
    obj.showB();
    getch();
}
```

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9th(C) Program !!

Class A
Class B

```
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ABDUL.CPP
#include <iostream.h>
#include <conio.h>
class Base{
public:
    virtual void show(){
        cout<<"Base Class";
    }
};
class Derived:public Base{
public:
    void show(){
        cout<<"Derived Class";
    }
};
void main(){
    clrscr();
    Base *b;
    Derived d;
    b=&d;
    b->show();
    getch();
}
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```

10th Program !!

Derived Class