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**(OOPS)Practical
submitted.**

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**Practical File
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PRACTICAL -: 1

AIM :- WRITE A PROGRAM USING CONTROL STRUCTURE.

INPUT:-

```
#include<iostream>
void main

{
  Int a;
  clrscr();
  for(a=1;a<=8;a++)
  cout<<a<<"\n";
  getch();
}
```

OUTPUT:-



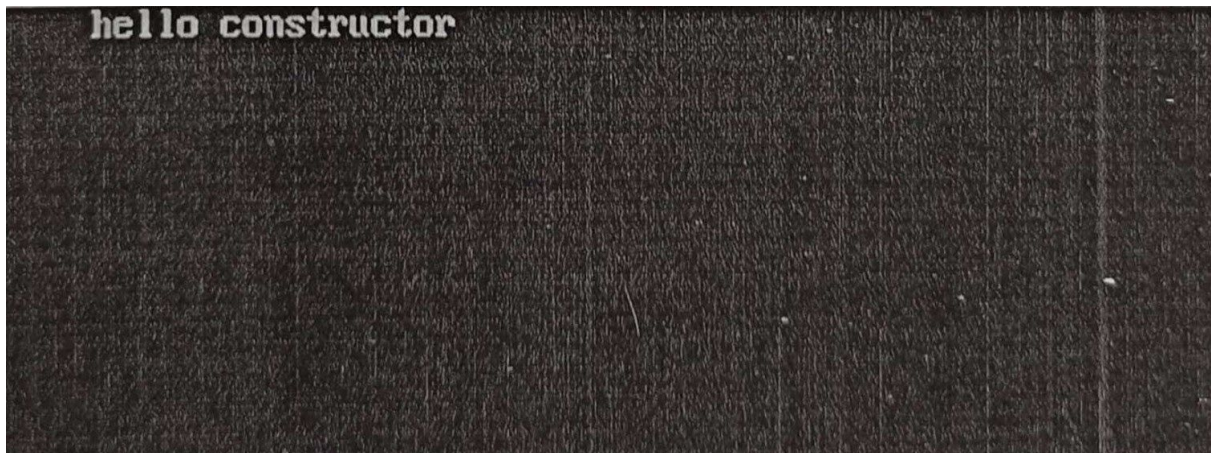
PRACTICAL -: 2(A)

AIM :- TO WRITE A PROGRAM USING CONSTRUCTOR.

INPUT

```
#include<iostream>
class complex
{
    int a,b;
public:
    complex()
    {
        cout<<"hello constructor";
    }
};
void main()
{
    clrscr();
    Complex cl;
    getch();
}
```

OUTPUT:-



PRACTICAL -: 2(B)

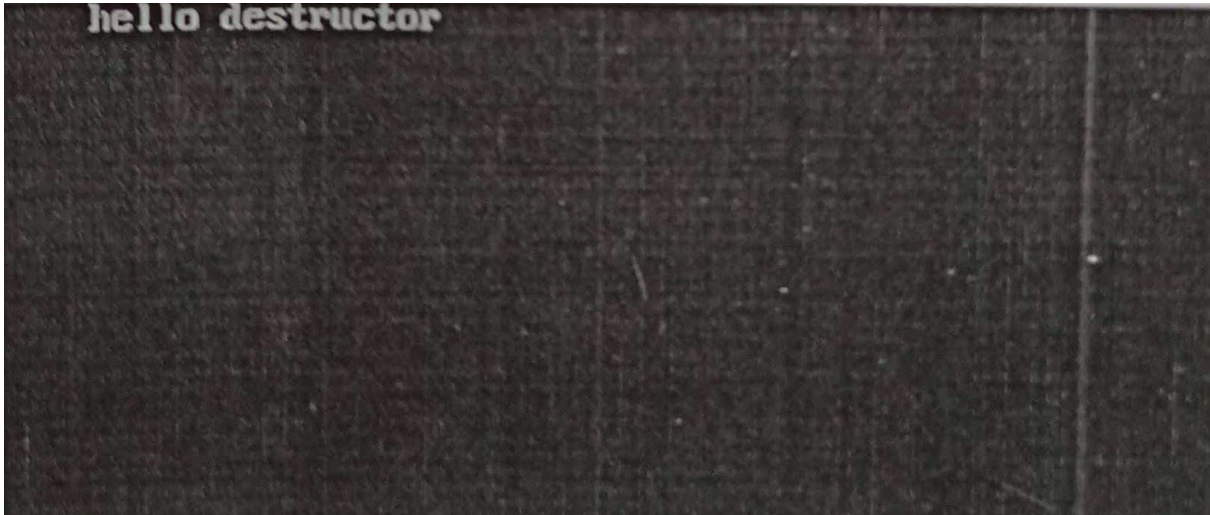
AIM:- TO WRITE A PROGRAM USING DESTRUCTOR.

INPUT:-

```
#include<iostream>
Class integer
{
```

```
Int a,b;  
public;  
integer()  
{  
cout<<"hello destructor";  
}  
};  
void main()  
{  
clrscr;  
Integer il;  
getch();  
}
```

OUTPUT:-



PRACTICAL -: 3

***AIM:- USING OBJECT AS A FUNCTION ARGUMENT
PERFORM THE ADDITION OF TIME IN HOURS MINUTES
AND SECOND FORMAT.***

INPUT:-

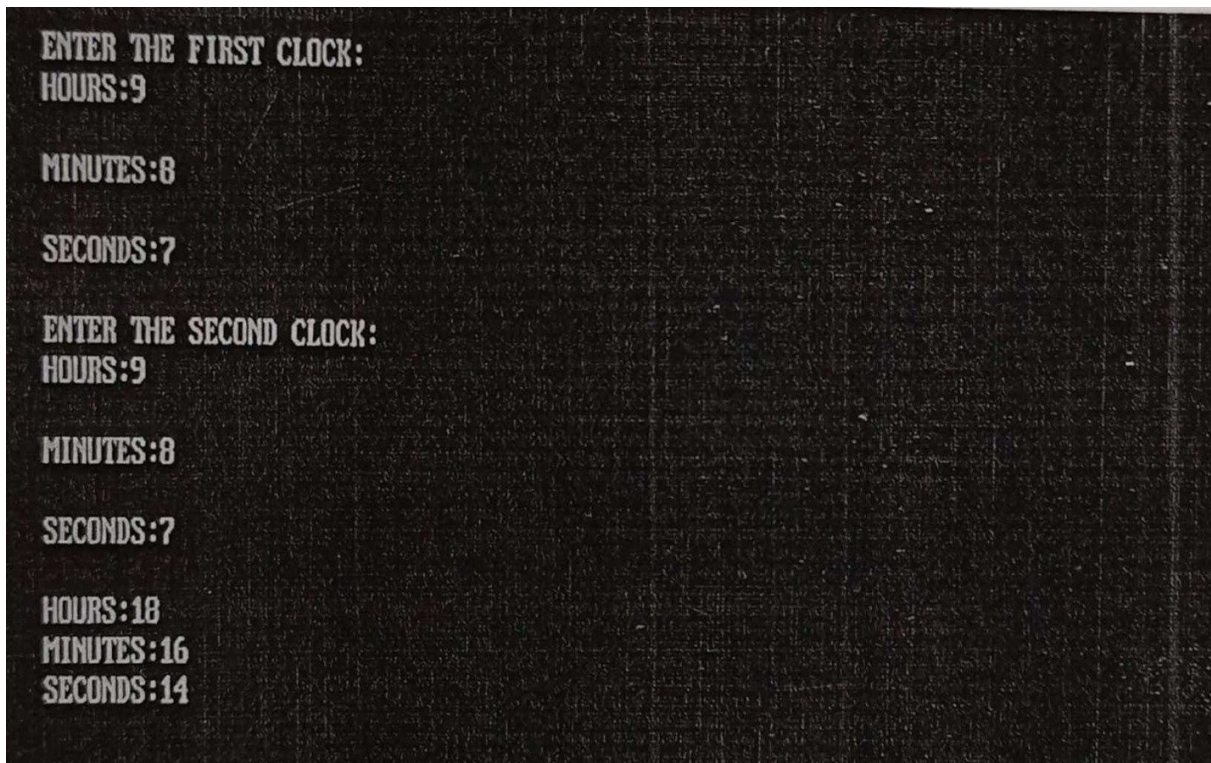
```
#include<iostream>
```

```

Class time
{
private;
Int h1,m1,s1,h2,m2,s2;
public;
void getdata1()
{
cout<<endl<<"ENTER THE FIRST CLOCK:"<<"HOURS:";
cin>>h1;
cout<<endl<<"MINUTES:";
cin>>m1;
cout<<endl<<"SECONDS:";
cin>>s1;
}
void getdata2(void)
{
cout<<endl<<"ENTER THE SECOND CLOCK:"<<"HOURS:";
cin>>h2;
cout<<endl<<"MINUTES:";
cin>>m2;
cout<<endl<<"SECONDS:";
cin>>s2;
}
void sum(time T1,timeT2)
{
T1.getdata1();
T2.getdata2();
}
void display(void)
{
cout<<endl<<"HOURS:"<<h1+h2<<endl<<"MINUTES:"<<m1+m2<<endl<<"SECON
ONDS:"<<s1+s2;
}
};
void main()
{
clrscr();
Time T;
T.getdata1();
T.getdata2();
T.display();
getch();
}

```


OUTPUT:-



PRACTICAL -: 3(B)

AIM:- Using objects as function arguments perform the addition of time hours, minutes and seconds format.

INPUT:-

```
#include<iostream>

using namespace std;
class time
{
private;
int h1,h2,m1,m2,s1,s2;
public;
void getdata1()
{
cout<<endl<<"Enter the first clock"<<endl<<"Hours";
cin>>m1;
cout<<endl<<"Seconds:";
```

```

cin>>s1;
}
void getdata2()
{
cout<<endl<<"Enter the second clock:"<<"Hours:";
cin>>h2;
cout<<endl<<"Minutes:";
cin>>m2;
cout<<endl<<"Seconds:";
cin>>s2;
}
void sum(time t1,time t2)
{
t1.getdata1();
t2.getdata2();
}
void display(void)
{
cout<<"\nHours:"<<h1+h2<<"\nMinutes:";
cout<<m1+m2<<endl<<"Seconds:"<<s1+s2;
}
};
int main()
{
time t;
t.getdata1();
t.getdata2();
t.display();
return 5;
}

```

OUTPUT:-

PRACTICAL -:4

AIM:- Perform addition of two complex numbers using classes.

INPUT:-

```
#include<iostream>
using namespace std;
```

```
class Complex {
```

```
public:
    int real, imaginary;
```

```
Complex()
{
}
```

```
Complex(int tempReal, int tempImaginary)
{
```



```
    real = tempReal;
    imaginary = tempImaginary;
}
```

```
Complex addComp(Complex C1, Complex C2)
{
    Complex temp;

    temp.real = C1.real + C2.real;

    temp.imaginary = C1.imaginary + C2.imaginary;

    return temp;
}
};
```

```
int main()
{

    Complex C1(3, 2);

    cout<<"Complex number 1 : "<< C1.real
        << " + i"<< C1.imaginary<<endl;

    Complex C2(9, 5);

    cout<<"Complex number 2 : "<< C2.real
        << " + i"<< C2.imaginary<<endl;

    Complex C3;
```

```

C3 = C3.addComp(C1, C2);

cout<<"Sum of complex number : "
    << C3.real << " + i"
    << C3.imaginary;
}

```

OUTPUT:-

```

Complex number 1 : 3 + i2
Complex number 2 : 9 + i5
Sum of complex number : 12 + i7

```

PRACTICAL -: 5

***AIM:- DEFINE A CLASS TO REPRESENT BANK ACCOUNT
INCLUDE THE FOLLOWING DATA MEMBER: NAME OF THE
DEPOSITOR,ACCOUNT NUMBER,TYPE OF ACCOUNT,AND
BALANCE ACCOUNT IN THE ACCOUNT,MEMBER
FUNCTIONS:TO ASSIGN INITIAL VALUE,TO DEPOSIT AN
AMOUNT,TO WITHDRAW AN AMOUNT AFTER
CHECKING THE BALANCE ,TO DISPLAY NAME AND
BALANCES ,WRITE A MAIN PROGRAM TO TEST THE
PROGRAM .***

INPUT:-

```

#include<iostream>
#include<stdio.h>
#include<string.h>

using namespace std;

class bank
{
    int acno;
    char nm[100], acctype[100];

```

```

        float bal;
    public:
        bank(int acc_no, char *name, char *acc_type, float balance) //Parameterized
Constructor
    {
        acno=acc_no;
        strcpy(nm, name);
        strcpy(acctype, acc_type);
        bal=balance;
    }
    void deposit();
    void withdraw();
    void display();
};

void bank::deposit() //depositing an amount
{
    int damt1;
    cout<<"\n Enter Deposit Amount = ";
    cin>>damt1;
    bal+=damt1;
}

void bank::withdraw() //withdrawing an amount
{
    int wamt1;
    cout<<"\n Enter Withdraw Amount = ";
    cin>>wamt1;
    if(wamt1>bal)
        cout<<"\n Cannot Withdraw Amount";
    bal-=wamt1;
}

void bank::display() //displaying the details
{
    cout<<"\n -----";
    cout<<"\n Accout No. : "<<acno;
    cout<<"\n Name : "<<nm;
    cout<<"\n Account Type : "<<acctype;
    cout<<"\n Balance : "<<bal;
}

int main()
{
    int acc_no;
    char name[100], acc_type[100];
    float balance;
    cout<<"\n Enter Details: \n";
    cout<<"-----";
    cout<<"\n Accout No. ";

```

```

cin>>acc_no;
cout<<"\n Name : ";
cin>>name;
cout<<"\n Account Type : ";
cin>>acc_type;
cout<<"\n Balance : ";
cin>>balance;

bank b1(acc_no, name, acc_type, balance); //object is created
b1.deposit();
b1.withdraw();
b1.display();
return 0;
}

```

OUTPUT:-

```

Enter Details:
-----
Account No. 12345678
Name : ayush kumar
Account Type :
Balance : 345667
Enter Deposit Amount = 23456789
Enter Withdraw Amount = 23456
-----
Account No. : 12345678
Name : ayush
Account Type : kumar
Balance : 2.3779e+07
Exit code: 0 (normal program termination)

```

PRACTICAL -: 6

AIM:-MODIFY THE PROGRAM FOR HANDLING 10 CUSTOMER USING ARRAY OF OBJECT.

INPUT:-

```

#include <iostream>
using namespace std;

struct student
{

```

```

    char name[50];
    int roll;
    float marks;
} s[10];

int main()
{
    cout << "Enter information of students: " << endl;

    // storing information
    for(int i = 0; i < 10; ++i)
    {
        s[i].roll = i+1;
        cout << "For roll number" << s[i].roll << ", " << endl;

        cout << "Enter name: ";
        cin >> s[i].name;

        cout << "Enter marks: ";
        cin >> s[i].marks;

        cout << endl;
    }

    cout << "Displaying Information: " << endl;

    // Displaying information
    for(int i = 0; i < 10; ++i)
    {
        cout << "\nRoll number: " << i+1 << endl;
        cout << "Name: " << s[i].name << endl;
        cout << "Marks: " << s[i].marks << endl;
    }

    return 0;
}

```

OUTPUT:-

```
Enter information of students:
For roll number1,
Enter name: Ayush kumar
Enter marks:
For roll number2,
Enter name: Enter marks:
For roll number3,
Enter name: Enter marks:
For roll number4,
Enter name: Enter marks:
For roll number5,
Enter name: Enter marks:
For roll number6,
Enter name: Enter marks:
For roll number7,
Enter name: Enter marks:
For roll number8,
Enter name: Enter marks:
For roll number9,
Enter name: Enter marks:
For roll number10,
Enter name: Enter marks:
Displaying Information:
```

```
Roll number: 1
Name: Ayush
Marks: 0
```

```
Roll number: 2
Name:
Marks: 0
```

```
Roll number: 3
Name:
Marks: 0
```

```
Roll number: 4
Name:
Marks: 0
```

```
Roll number: 5
Name:
```

```
Roll number: 2
Name:
Marks: 0
```

```
Roll number: 6
Name:
Marks: 0
```

```
Roll number: 7
Name:
Marks: 0
```

```
Roll number: 8
Name:
Marks: 0
```

```
Roll number: 9
Name:
Marks: 0
```

```
Roll number: 10
Name:
Marks: 0
```

```
Exit code: 0 (normal program termination)
```

PRACTICAL -: 7

AIM:-Create a class float that contains one float data member overload all the four arithmetic operation so that operate on the object of the folat.

INPUT:-

```
#include<iostream>
using namespace std;
class Float
{
    float i;
public:
    Float(): i(5) {}
    Float(float x): i(x) {}
    Float operator + (Float a)
    {
        Float temp;
        temp.i = i + a.i;
        return temp;
    }

    Float operator - (Float a)
    {
        Float temp;
        temp.i = i - a.i;
        return temp;
    }

    Float operator / (float a)
    {
        Float temp;
        temp.i = i / a;
        return temp;
    }

    friend Float operator* (float a,Float b)
    {
        Float temp;
        temp.i = a * b.i;
        return temp;
    }

    void show()
    {
        cout<<i<<endl;
    }
};
```

```

int main()
{
    Float a = 10.6,b = 5.3,c;
    cout<<"a = 10.6   b = 5.3\n";
    c = a + b;
    cout<<"a + b = ";c.show();
    c = a - b;
    cout<<"a - b = ";c.show();
    c = a / 5.3;
    cout<<"a / 5.3 = ";c.show();
    c = 10.6 * b;
    cout<<"10.6 * b = ";c.show();
    return 0;
}

```

OUTPUT:-

```

a = 10.6      b = 5.3
a + b = 15.9
a - b = 5.3
a / 5.3 = 2
10.6 * b = 56.18

```

Exit code: 0 (normal program termination)

PRACTICAL - : 8

AIM:- Define a class string use of overloaded ==operator to compare two strings .

INPUT:-

```
#include <iostream>
```

```
using namespace std;
```

```
#include <string.h>
```

```
class String{
```

```
private:
```

```
enum { SZ = 80 };
```

```
char str[SZ];
```

```
public:
```

```
String(){ strcpy(str, ""); }
```

```
String( char s[] ){ strcpy(str, s); }
```

```
void display() const{ cout << str; }
```

```
void getstr(){ cin.get(str, SZ); }
```

```
bool operator == (String ss) const{
```

```
return ( strcmp(str, ss.str)==0 ) ? true : false;
```

```
}
```

```
};
```

```
int main(){
```

```
String s1 = "yes";
```

```
String s2 = "no";
```

```
String s3;
```

```
cout << "\nEnter 'yes' or 'no': ";
```

```
s3.getstr();
```

```
if(s3==s1)

cout << "You typed yes\n";

else if(s3==s2)

cout << "You typed no\n";

else

cout << "You didn't follow instructions\n";

return 0;

}
```

OUTPUT:-

```
Enter 'yes' or 'no': yes
You typed yes
```

```
Exit code: 0 (normal program termination)
```

PRACTICAL -: 9

AIM:- Write a program using friend function

INPUT:-

```
#include <iostream>

using namespace std;

class Box

{

private:

int length;
```

```

public:
Box(): length(0) { }

friend int printLength(Box); //friend function
};

int printLength(Box b)
{
b.length += 10;
return b.length;
}

int main()
{
Box b;
cout<<"Length of box: "<< printLength(b)<<endl;
return 0;
}

```

OUTPUT:-

Length of box: 10

Exit code: 0 (normal program termination)

PRACTICAL -: 10

AIM:-Write a program using virtual function?

INPUT:-

```
#include <iostream>
```

```
using namespace std;
```

```
class base {
```

public:

virtual void print()

{

cout << "print base class" << endl;

}

void show()

{

cout << "show base class" << endl;

}

};

class derived : public base {

public:

void print()

{

cout << "print derived class" << endl;

}

void show()


```

    {

        cout << "show derived class" << endl;

    }

};

int main()

{

    base* bptr;

    derived d;

    bptr = &d;

    // virtual function, binded at runtime

    bptr->print();

    // Non-virtual function, binded at compile time

    bptr->show();

}

```

OUTPUT:-

```

print derived class
show base class

```

Exit code: 0 (normal program termination)

