

1. Let a tuple $f = \langle \text{MyInt1}, \text{MyFloat1}, \text{MyInt2}, f(), \sim f() \rangle$ be such that MyInt1 is visible only in f , MyFloat1 , MyInt2 is visible from all possible code. An `int main()` is written such that object of f is created and during running the object in `main` a string “Good Morning” is printed on a screen and literals are initialized to $\text{MyInt1} = 10$, $\text{MyFloat1} = 12.5$, $\text{MyInt2} = 12$ using $f()$. Write object oriented programming Using C++ keywords, ethics and coding sections.
(Tip: A tuple, is an ordered and finite list of elements in various fields of interest, including computing.)
2. Let a tuple $f = \langle \text{MyInt1}, \text{MyFloat1}, \text{MyInt2}, f(), \sim f() \rangle$ be such that MyInt1 is visible only in f , MyFloat1 , MyInt2 is visible from all possible code. An `int main()` is written such that object of f is created and during running the object in `main` a string “Good Morning” is printed on a screen and literals $\text{MyFloat1} = 12.5$, $\text{MyInt2} = 12$ while MyInt1 is initialized to 10 along with object being created. Write object oriented programming Using C++ keywords, ethics and coding sections.
(Tip: A tuple, is an ordered and finite list of elements in various fields of interest, including computing.)
3. Let a tuple $f = \langle \text{MyInt1}, \text{MyFloat1}, \text{MyInt2}, f(), \sim f() \rangle$ be such that MyInt1 is visible only in f , MyFloat1 , MyInt2 is visible from all possible code. An `int main()` is written such that object of f is created and during running the object in `main` a string “Good Morning” is printed on a screen and literals $\text{MyFloat1} = 12.5$, $\text{MyInt2} = 12$ while MyInt1 is initialized to 10 along with object being created using constructor overriding. Write object oriented programming Using C++ keywords, ethics and coding sections.
(Tip: A tuple, is an ordered and finite list of elements in various fields of interest, including computing.)
4. Let a tuple $f = \langle \text{MyInt1}, \text{MyFloat1}, \text{MyInt2}, f(), \sim f() \rangle$ be such that MyInt1 is visible only in f , MyFloat1 , MyInt2 is visible from all possible code. An `int main()` is written such that object of f is created and during running the object in `main` a string “Good Morning” is printed on a screen and literals $\text{MyFloat1} = 12.5$, $\text{MyInt2} = 12$ while MyInt1 is initialized to 10 along with object being created using parameterized constructor. Write object oriented programming Using C++ keywords, ethics and coding sections.
(Tip: A tuple, is an ordered and finite list of elements in various fields of interest, including computing.)
5. Let a tuple $f = \langle \text{MyInt1}, \text{MyFloat1}, \text{MyInt2}, f(), \sim f() \rangle$ be such that MyInt1 is visible only in f , MyFloat1 , MyInt2 is visible from all possible code. An `int main()` is written such that object of f is created and during running the object in `main` a string “Good Morning” is printed on a screen and literals $\text{MyFloat1} = 12.5$, $\text{MyInt2} = 12$ while MyInt1 is initialized to 10 along with object being created using parameterized constructor. Write object oriented programming Using C++ keywords, ethics and coding sections. Differentiate between parameterized constructor and a copy constructor using above example.
(Tip: A tuple, is an ordered and finite list of elements in various fields of interest, including computing.)