LAB ASSIGNMENT II

1.

```
#include <iostream>
using namespace std;
class Employee
public:
  int phone;
};
class administrative: virtual public Employee
  public:
  int administrativeID;
};
class academic: virtual public Employee
{
 public:
 int academicId;
};
class HOD: public administrative, public academic
  public:
  int HodPhone;
};
int main()
HOD obi;
obj.phone= 12345; //phone is assing to base class
obj.phone=6789;//Again assigning
obj.administrativeID=12;
obj.academicId=34;
obj.HodPhone=1234567890;
cout<<" Phone "<<obj.phone <<endl;</pre>
cout<<" AdministartiveID "<<obj.administrativeID <<endl;</pre>
```

```
cout<<" ACademic "<<obj.academicId <<endl;</pre>
cout<<"HoD phone"<<obj.HodPhone <<endl;</pre>
}
2.
#include<iostream>
using namespace std;
class Shape{
  public:
  virtual void getArea()=0;
};
class Triangle: public Shape{
  int b,h;
  public:
  void getdata(){
     cout<<"Enter the breadth and height of Triangle: "<< endl;</pre>
     cin>> b>>h;
   }
  void getArea(){
     cout << "Area of Triangle is "<< (b*h)/2 << endl;
   }
};
class Rectangle: public Shape{
  int l,b;
  public:
  void getdata(){
     cout<<"Enter the lenght and breadth of Rectangle : "<< endl;</pre>
     cin>> l>>b;
  void getArea(){
     cout<<"Area of Rectangle is "<<l*b<< endl;
  }
};
class Circle: public Shape{
  float r;
```

```
public:
  void getdata(){
     cout<<"Enter the radius of circle "<< endl;</pre>
     cin>> r;
  }
  void getArea(){
     cout<<"Area of Circle is "<<(22*(r*r))/7<< endl;
};
int main(){
  Triangle obj1;
  Rectangle obj2;
  Circle obj3;
  obj1.getdata();
  obj2.getdata();
  obj3.getdata();
  obj1.getArea();
  obj2.getArea();
  obj3.getArea();
}
3.
#include <iostream>
#include <cmath>
using namespace std;
class Circle
public:
  float pi = 22 / 7;
  float radius;
  float area;
  void getRadius()
  {
     cout << "Enter the radius : " << endl;</pre>
     cin >> radius;
  };
  void Area()
     area = pi * (radius * radius);
  void display()
```

```
{
     cout << "Area of figures " << area << endl;</pre>
  }
};
class Cylinder: public Circle
public:
  float height;
  void getHeight()
     cout << "Enter the Height of Cylinder : " << endl;</pre>
     cin >> height;
  };
  void Area()
     area = 2 * pi * radius * radius + 2 * pi * radius * height;
  };
};
int main()
  Circle obj1;
  Cylinder obj2;
  obj1.getRadius();
  obj1.Area();
  obj1.display();
  obj2.getRadius();
  obj2.getHeight();
  obj2.Area();
  obj2.display();
4.
#include <iostream>
using namespace std;
template <class T>
T average()
  int size;
  cout << "Enter size" << endl;</pre>
```

```
cin >> size;
  T arr[size];
  T total = 0;
  T average;
  cout << "Enter the array element ";</pre>
  for (int i = 0; i < size; i++)
     cin >> arr[i];
  };
  for (int i = 0; i < size; i++)
     total += arr[i];
     cout << "Total " << total << endl;</pre>
   }
  average = total / size;
  cout << "Average = " << average << endl;</pre>
};
int main()
{
  average<int>();
  average<long>();
  average<double>();
  average<char>();
}
5.
#include <iostream>
using namespace std;
class Person
{
  char name[15];
  int phone;
public:
  void getName()
     cout << "Enter your Name Here " << endl;</pre>
     cin >> name;
```

```
void getPhone()
     cout << "Enter Your Phone Number " << endl;</pre>
     cin >> phone;
   };
  void display()
     cout << " Your name is " << name << endl;</pre>
     cout << "Your Phone Number is " << phone << endl;</pre>
   }
};
class Student: virtual public Person
public:
  int studentId;
  void getsId()
     cout << "Enter Your Student Id Number " << endl;</pre>
     cin >> studentId;
     cout << "Your Student Id is" << studentId << endl;</pre>
   }
};
class Employee: virtual public Person
public:
  int employeeId;
  void geteId()
  {
     cout << "Enter Your employee Id Number " << endl;</pre>
     cin >> employeeId;
     cout << "Your employee Id is" << employeeId << endl;</pre>
   }
};
class Manager: public Student, public Employee
};
int main()
  Manager m;
  m.getName();
  m.getPhone();
  m.display();
};
```

6.

```
#include <iostream>
using namespace std;
class Pizza
public:
  virtual void get_price() = 0;
};
class Mushroom: public Pizza
public:
  void get_price()
    cout << " The Price of Mushroom Pizza is "
        << "Rs 200" << endl;
  };
};
class Ham: public Pizza
public:
  void get_price()
     cout << "The Price of Ham Pizza is "
        << " Rs 150 " << endl;
  };
};
class Chesse: public Pizza
public:
  void get_price()
    cout << "The Price of Chesse Pizza is "
        << "Rs 100 " << endl;
  };
};
int main()
```

```
cout << "The Menu of the Pizza and its Variety " << endl;</pre>
  Chesse c1;
  Ham h1;
  Mushroom m1;
  m1.get_price();
  h1.get_price();
  c1.get_price();
}
7.
#include<iostream>
using namespace std;
int main(){
  int a, b;
  cout<<"Enter two Number a and b "<<endl;</pre>
  cin>>a;
  cin>>b;
  try{
     if(b==0)
     throw b;
     else{
       cout<<"The Division between a and b is "<<a/b<<endl;</pre>
  }
     catch(int b){
       cout<<"You can't divide with Zero "<<b<<endl;</pre>
}
8.
#include <iostream>
using namespace std;
template <class T>
```

```
T ArrSort()
{
  T arr[10];
  T temp;
  for (int m = 0; m < 10; m++)
     cout << "arr[" << m << "]=";
     cin >> arr[m];
  for (int m = 0; m < 10; m++) //Sorting logic
     for (int n = m + 1; n < 10; n++)
       if (arr[m] > arr[n])
          temp = arr[m];
          arr[m] = arr[n];
          arr[n] = temp;
       }
     }
  }
  for (int m = 0; m < 10; m++) //Displaying logic
     cout << arr[m] << "\n";
};
int main()
  ArrSort<int>();
  ArrSort<float>();
};
```















