

Don Bosco Institute of Technology, Kurla(W)
Department of Electronics and Tele-Communication Engineering
ECL304 - Skill Lab: C++ and Java Programming
Sem III
2021-22

Lab Number:	6
Student Name:	Rohit Gupta
Roll No :	30

Title:

1. To perform Multiple Inheritance in C++. Create a student class representing student roll number, name and branch and an exam class (derived class of student) representing the scores of the student in various subjects (maths, physics and chemistry) and sports class representing the score in sports. The sports and exam class is inherited by a result class which adds the exam marks and sports score to generate the final result.
2. To perform Hierarchical Inheritance in C++. Create an Employee class with attributes EmpID and EmpSalary. Also create necessary methods/constructors to accept these values from the user. Create classes permanentEmployee and TemporaryEmployee which will be derived classes of Employee. Mention hike attribute in these derived classes and calculate the total salary using generate_salary() method for respective types of employees. Objects of the derived classes should be created and salaries for the permanent and temporary employees should be calculated and displayed on the screen.

Learning Objective:

- ☐ Students will be able to perform multiple inheritance using C++.

Learning Outcome:

- ☐ Understanding the inheritance concept and reusability of the code.

Course Outcome:

ECL304.2	Comprehend building blocks of OOPs language, inheritance, package and interfaces
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Theory:

- ☐ Explain in details about inheritance, its types, syntaxes and block diagrams.

Inheritance is the process of creating a new Class, called the **Derived Class**, from the existing class, called the **Base Class**. The Inheritance has many advantages, the most important of them being the reusability of code. Rather than developing **new Objects** from scratch, new code can be based on the work of other developers, adding only the new features that are needed. The reuse of **existing classes** saves time and effort.

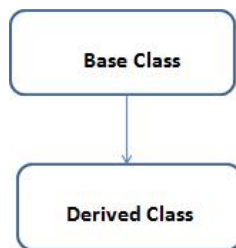
Types of inheritance:

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- Single Inheritance - When a **Derived Class** to inherit properties and behavior from a single **Base Class** , it is called as single inheritance.

Syntax - class Base

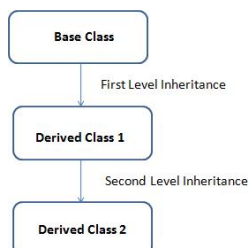
```
{  
// BODY OF THE BASE CLASS  
};  
class Derived : access_specifier Base  
{  
// BODY OF THE DERIVED CLASS  
};
```



- Multi Level Inheritance - A **derived class** is created from another derived class is called **Multi Level Inheritance** .

Syntax :

```
class A // Base class  
{  
// BODY OF CLASS A  
};  
class B : access_specifier A // Derived class of A  
{  
// BODY OF CLASS B  
};  
class C : access_specifier B // Derived from derived class B  
{  
// BODY OF CLASS C  
};
```

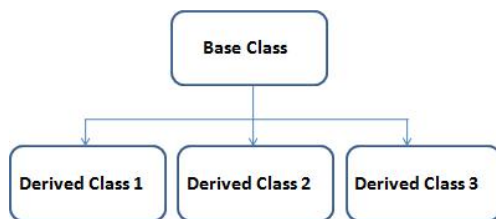


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- Hierarchical Inheritance - More than one **derived classes** are created from a single base class, is called **Hierarchical Inheritance** .

Syntax :

```
class A // Base class of B
{
// BODY OF THE PROGRAM
};
class B : access_specifier A // Derived class of A
{
// BODY OF THE PROGRAM
};
class C : access_specifier A // Derived class of A
{
// BODY OF THE PROGRAM
};
class D : access_specifier A // Derived class of A
{
// BODY OF THE PROGRAM
};
```



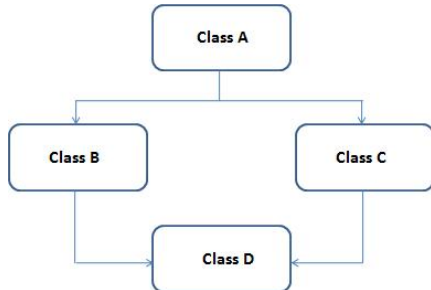
- Hybrid Inheritance - Any combination of above **three inheritance** (single, hierarchical and multi level) is called as **hybrid inheritance** .

Syntax :

```
class A
{
// BODY OF THE CLASS A
};
class B : public A
{
// BODY OF THE CLASS A
};
class C
{
// BODY OF THE CLASS A
};
class D : public B, public C
{
```

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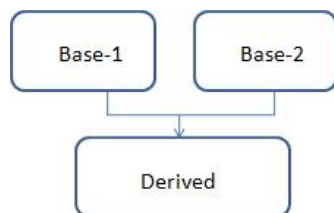
```
// BODY OF THE CLASS A  
};
```



- Multiple Inheritance - Multiple inheritances allows programmers to create classes that combine aspects of multiple classes and their corresponding hierarchies.

Syntax -

```
class A // Base class of B  
{  
  // BODY OF THE CLASS A  
};  
class B // Derived class of A and Base class  
{  
  // BODY OF THE CLASS B  
};  
class C : access_specifier A, access_specifier A // Derived class of A and B  
{  
  // BODY OF CLASS C  
};
```

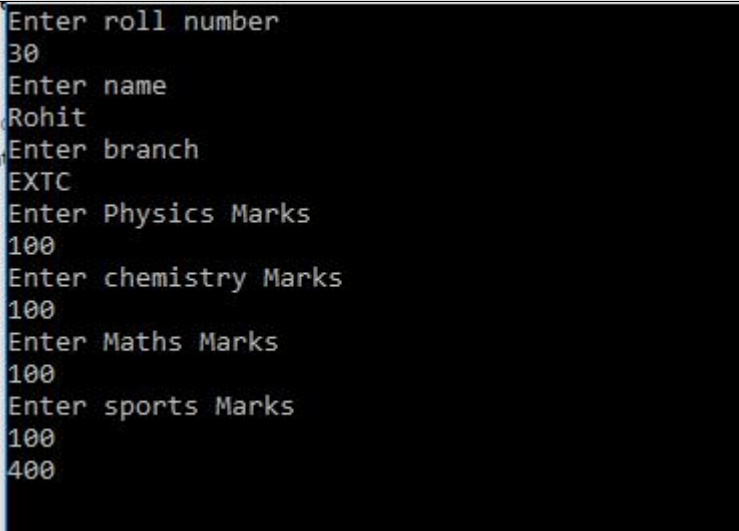


Algorithm 1 :	1 – Create a parent class student and initialize its data members. 2- Create the derived class of student class - exam class to take input of marks
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	<p>3 - Create sports class to take input of marks</p> <p>3 – Create the result class to inherit the exam class and sports class publically and to calculate the total.</p> <p>4 – Create the main function to call the class functionality and display the result.s</p>
Program 1 :	<pre> #include<iostream> using namespace std; class student { public: int roll_number; string name; string branch; student() { cout<<"Enter roll number"<<endl; cin>>roll_number; cout<<"Enter name"<<endl; cin>>name; cout<<"Enter branch"<<endl; cin>>branch; } }; class exam: public student{ public: int maths; int physics; int chemistry; exam() { cout<<"Enter Physics Marks"<<endl; cin>>physics; cout<<"Enter chemistry Marks"<<endl; cin>>chemistry; cout<<"Enter Maths Marks"<<endl; cin>>maths; } }; class sport{ public: int sports; sport(){ cout<<"Enter sports Marks"<<endl; cin>>sports; } }; class result : public exam, public sport { public: int total; result(){ total = maths + physics + chemistry + sports; cout<<total<<endl; } } </pre>

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	<pre>}; int main() { result obj; return 0; }</pre>
Input given 1:	<p>ROLL NO – 30</p> <p>NAME- Rohit</p> <p>BRANCH -EXTC</p> <p>PHYSICS MARKS -100</p> <p>CHEMISTRY MARKS -100</p> <p>MATHS MARKS – 100</p> <p>SPORTS MARKS – 100</p> <p>TOTAL = 400</p>
Output Screenshot 1:	 <pre>Enter roll number 30 Enter name Rohit Enter branch EXTC Enter Physics Marks 100 Enter chemistry Marks 100 Enter Maths Marks 100 Enter sports Marks 100 400</pre>

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Algorithm 2:	<ol style="list-style-type: none"> 1. Creating the parent class employee and initialize its data members.(EmpId ,EmpSalary) and a basic function get details() to print the details. 2. Create 2 child class permanent employee and temporary employee that inherit employee class publically. 3. In this classes , create generate salary() that return the employee salary + hike in their salary 4. In the main function , create the object of derived class and print the result.
Program 2:	<pre>#include <iostream> using namespace std; class Employee { protected: string EmpID = ""; double Empsalary; public: Employee() { cout<<endl<<"Enter the employee id : "; cin>>EmpID; cout<<endl<<"Enter the employee Sal : "; cin>>Empsalary; } void getDetails() { cout <<endl<< "EmployeeID is : " << EmpID; cout <<endl<<endl<<"Employee Total Salary is : " << Empsalary; } }; class Permanent_Employee: public Employee { double hike; public: Permanent_Employee(double increment) { hike = increment; } void getDetails() {</pre>

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```
cout << endl << "EmployeeID is : " << EmpID;
cout << endl << endl << "Employee Total Salary is : " <<
generate_salary();
}
float generate_salary()
{
return (Empsalary + hike);
}
};
class Temporary_Employee: public Employee
{
double hike;
public:
Temporary_Employee( double increment)
{
hike = increment;
}
void getDetails()
{
cout << endl << "EmployeeID is : " << EmpID;
cout << endl << endl << "Employee Total Salary is : " <<
generate_salary();
}
float generate_salary()
{
return (Empsalary + hike);
}
};
int main()
{
cout << endl << "For Temporary Employee: " << endl;
Temporary_Employee T(667.6);
cout << endl << endl << "Details of Temporary_Employee : " <<
endl;

T.getDetails();
cout << endl << endl << "For Permanent Employee: " << endl;
Permanent_Employee P(777.99);
cout << endl << endl << "Details of Permanent_Employee : "
<< endl;
P.getDetails();
return 0;
}
```


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Input given 2:	For temporary employee – Employee id –20 Employee sal – 20000 For permanent employee – Employee id – 30 Employee sal – 30000
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Output Screenshot 2:	<pre>For Temporary Employee: Enter the employee id : 20 Enter the employee Sal : 20000 Details of Temporary_Employee : EmployeeID is : 20 Employee Total Salary is : 20667.6 For Permanent Employee: Enter the employee id : 30 Enter the employee Sal : 30000 Details of Permanent_Employee : EmployeeID is : 30 Employee Total Salary is : 30778</pre>
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