

Lab 4

Lab Report on CSE 1204

Submitted by

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Theory

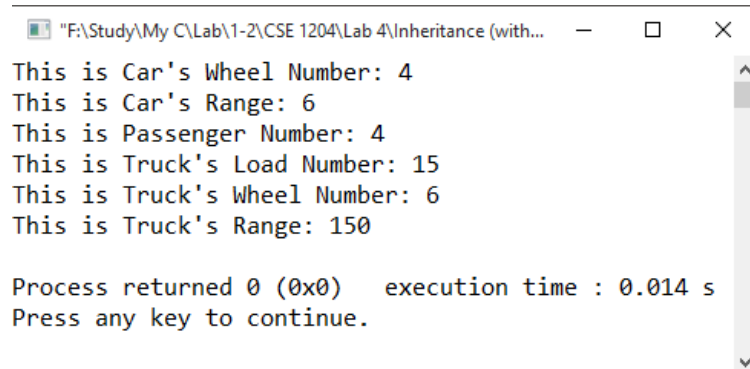
Inheritance is the process by which one object can acquire the properties of another specifically, an object can inherit a general set of properties to which it can add those features that are specific only to itself. Inheritance is important because it allows an object to support the concept of *hierarchical classification*. So, Inheritance certainly plays a very important role in OOP.

Code

(With constructor)

```
1  #include<iostream>
2  using namespace std;
3
4  class vehicle {
5  public:
6      int wheel_no;
7      int range;
8
9      vehicle (int w, int r) {
10         wheel_no = w;
11         range = r;
12     }
13     void show() {
14         cout<<"This is Car's Wheel Number: "<<wheel_no<<endl;
15         cout<<"This is Car's Range: "<<range<<endl;
16     }
17 };
18 class car : public vehicle {
19     int passenger;
20 public:
21     car(int p, int w, int r) : vehicle(w,r) {
22         passenger = p;
23     }
24     void show_passenger() {
25         cout<<"This is Passenger Number: "<<passenger<<endl;
26     }
27 };
28
29 class truck : public vehicle {
30 public:
31     int loadNumber;
32     truck (int l, int w, int r) : vehicle(w,r) {
33         loadNumber = l;
34     }
35     void show() {
36         cout<<"This is Truck's Load Number: "<<loadNumber<<endl;
37         cout<<"This is Truck's Wheel Number: "<<wheel_no<<endl;
38         cout<<"This is Truck's Range: "<<range<<endl;
39     }
40 };
41
42 int main()
43 {
44     car c(4,4,6);
45     truck t(15,6,150);
46     c.show();
47     c.show_passenger();
48     t.show();
49     return 0;
50 }
```

Output

A screenshot of a Windows command prompt window. The title bar shows the file path "F:\Study\My C\Lab\1-2\CSE 1204\Lab 4\Inheritance (with...". The window contains the following text:

```
This is Car's Wheel Number: 4
This is Car's Range: 6
This is Passenger Number: 4
This is Truck's Load Number: 15
This is Truck's Wheel Number: 6
This is Truck's Range: 150

Process returned 0 (0x0)   execution time : 0.014 s
Press any key to continue.
```

Comment

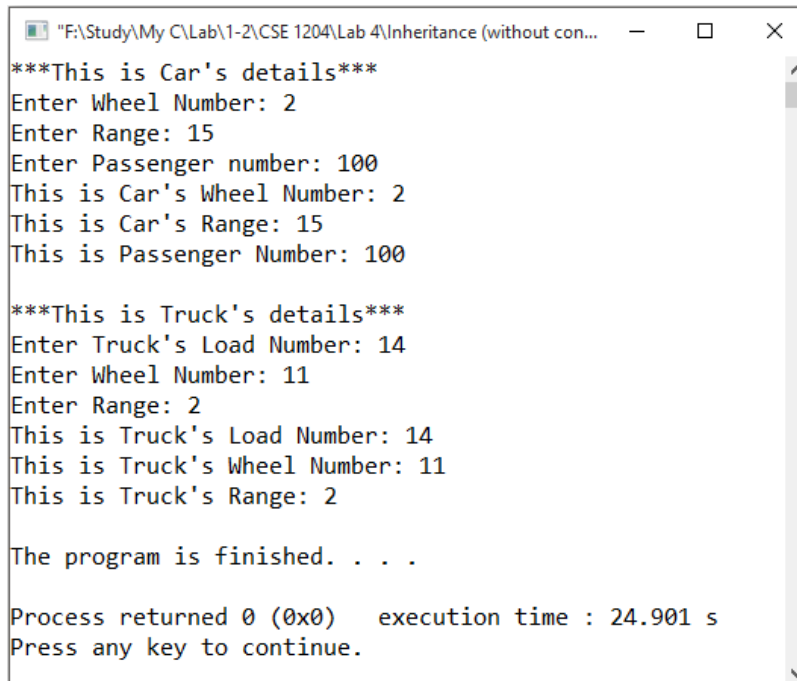
In this above code, a class named **vehicle** was declared where two integer variables **wheel_no**, and **range** was declared in public and also a constructor was declared to take the values of the two above variable from the initializing object. After that, a derived class of **vehicle** class, named **car** was declared where a constructor was declared to get the **passenger** number of the car. As it was derived from class **vehicle** so it has the access to the member of **vehicle** class. Then another derived class of **vehicle** was declared and it was **truck** where another constructor was declared to get the **loadNumber** of the **truck**. Finally in the main function, a **car** type object **c** and a **truck** type object **t** was declared and also initialized with values. Then the **show()** function was called for both **car** and **truck** class and **show_passenger()** was called to show the number of passenger.

Code

(Without Constructor)

```
1  #include<iostream>
2  using namespace std;
3
4  class vehicle {
5  public:
6      int wheel_no;
7      int range;
8      void get_wheel_no() {
9          cout<<"Enter Wheel Number: ";
10         cin>>wheel_no;
11     }
12     void get_range() {
13         cout<<"Enter Range: ";
14         cin>>range;
15     }
16     void show() {
17         cout<<"This is Car's Wheel Number: "<<wheel_no<<endl;
18         cout<<"This is Car's Range: "<<range<<endl;
19     }
20 };
21 class car : public vehicle {
22 public:
23     int passenger;
24     void get_passenger() {
25         cout<<"Enter Passenger number: ";
26         cin>>passenger;
27     }
28     void show_passenger() {
29         cout<<"This is Passenger Number: "<<passenger<<endl;
30     }
31 };
32
33 class truck : public vehicle {
34 public:
35     int loadNumber;
36     void get_load_number() {
37         cout<<"Enter Truck's Load Number: ";
38         cin>>loadNumber;
39     }
40     void show() {
41         cout<<"This is Truck's Load Number: "<<loadNumber<<endl;
42         cout<<"This is Truck's Wheel Number: "<<wheel_no<<endl;
43         cout<<"This is Truck's Range: "<<range<<endl;
44     };
45
46 int main()
47 {
48     car c;
49     truck t;
50     cout<<"***This is Car's details***"<<endl;
51     c.get_wheel_no();
52     c.get_range();
53     c.get_passenger();
54     c.show();
55     c.show_passenger();
56     cout<<"\n";
57     cout<<"***This is Truck's details***"<<endl;
58     t.get_load_number();
59     t.get_wheel_no();
60     t.get_range();
61     t.show();
62     cout<<"\nThe program is finished. . . "<<endl;
63
64     return 0;
65 }
```

Output



```
"F:\Study\My C\Lab\1-2\CSE 1204\Lab 4\Inheritance (without con...
***This is Car's details***
Enter Wheel Number: 2
Enter Range: 15
Enter Passenger number: 100
This is Car's Wheel Number: 2
This is Car's Range: 15
This is Passenger Number: 100

***This is Truck's details***
Enter Truck's Load Number: 14
Enter Wheel Number: 11
Enter Range: 2
This is Truck's Load Number: 14
This is Truck's Wheel Number: 11
This is Truck's Range: 2

The program is finished. . . .

Process returned 0 (0x0)   execution time : 24.901 s
Press any key to continue.
```

Comment

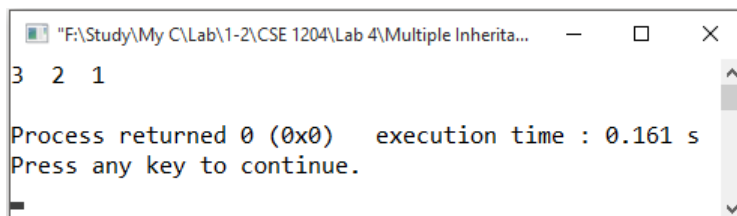
In this above code, a class named **vehicle** was declared where two integer variables **wheel_no**, and **range** was declared in public and two functions **get_wheel_no()** and **get_range()** was declared to take the values of the two above variable for the object. After that, a derived class of **vehicle** class, named **car** was declared where two functions **get_passenger()** and **show_passenger()** was declared to get the passenger number of the car from the console and show the passenger number respectively. As it was derived from class **vehicle** so it has the access to the member of **vehicle** class. Then another derived class of **vehicle** was declared and it was **truck** where a function **get_loadNumber()** was declared to get the **loadNumber** of the **truck** from the console. Then **show()** function was declared to show the wheel number, range and load-number of the truck. Finally in the main function, a **car** type object **c** and a **truck** type object **t** was declared and also initialized with values. Then all the functions were called for both **car** and **truck** class to show the above output.

Code

(Multiple Inheritance)

```
1  #include<iostream>
2  using namespace std;
3  class A {
4      int a;
5  public:
6      A (int x) { a = x; }
7      int get_a() { return a; }
8  };
9
10 class B {
11     int b;
12 public:
13     B (int x) { b = x; }
14     int get_b() { return b; }
15 };
16
17 class C : public A, public B {
18     int c;
19 public:
20     C (int x, int y, int z) : A (z), B (y) { c = x; }
21     int get_c() { return c; }
22
23 void show() {
24     cout<<get_a()<<" "<<get_b()<<" "<<get_c()<<endl;
25 }
26 };
27
28 int main() {
29     C object(1,2,3);
30     object.show();
31     return 0;
32 }
```

Output



```
3  2  1
Process returned 0 (0x0)   execution time : 0.161 s
Press any key to continue.
```

Comment

In the above code two parent classes **A** and **B** were declared where two functions **get_a()**, **get_b()** were declared in each of the classes to get the value of a and b. Then another class **C** derived from both **A** and **B** was declared and a constructor was declared in that class to get the access to the private member of the parent classes. After that declaring a class **C** type object **object** with initialization and calling the **show()** function in the main function, the above output was found.