"Heaven's Light is Our Guide"



Department of Computer Science & Engineering RAJSHAHI UNIVERSITY OF ENGINEERING & TECHNOLOGY

Lab Report-07

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Module 4 [polymorphism]: (for Week 5)

Topic 1[Method/Function Overloading]

Problem Statement: Define a class Test where overload a method Sum() to sum numbers sent from main() function.

```
class Test{
public:
//overload Sum() method according to the requirement of main()
int main(){
Test t;
t.Sum(10); //returns 10
t.Sum(10,20) //return 30
t.Sum(5.7,20) //return 25.7
t.Sum(10,2.6) //return 12.6
t.Sum(10.5,20.7) //return 21.2
}
Solution:
#include<iostream>
using namespace std;
class Test
public:
 int sum(int a)
 {
    return a;
  }
  int sum(int a,int b)
  {
```

```
return a+b;
  }
  double sum(double a,double b){
  return a+b;
  double sum(double a,int b){
  return a+b;
  }
  double sum(int a,double b){
  return a+b;
  }
};
int main()
{
  Test t;
  cout<<t.sum(10)<<endl;; //returns 10</pre>
  cout<<t.sum(10,20)<<endl; //return 30
  cout<<t.sum(5.7,20)<<endl; //return 25.7
  cout<<t.sum(10,2.6)<<endl; //return 12.6
  cout<<t.sum(10.5,20.7)<<endl; //return 21.2
}
```

Topic 2 [**Operator Overloading**]: Suppose in a AC circuit, there are 3 impedances z1=3+j4, z2=4-j3 and z3=j6 are connected in parallel. Now find the current in the circuit if input voltage is 100+j50. Implement **operator overloading** concept for your calculation. Use class **Circuit** and initialize the impedance values (real & img) by a constructor.

```
class Circuit{
private:
int real;
int img;
public:
//write constructor
//write operator overloaded method
//write a display method to display real and img
};
int main(){
Circuit z1(3,4);
//write required statements to find the current
}
```

Solution:

#include<iostream>

```
using namespace std;
class Complex{
    float real;
    float imaginary;
public:
    Complex(){
    Complex(float r,float i){
    real=r;
    imaginary=i;
    }
    Complex operator+(Complex x){
    Complex temp;
    temp.real=real+x.real;
    temp.imaginary=imaginary+x.imaginary;
    return temp;
    }
    Complex operator-(Complex x){
    Complex temp;
    temp.real=real-x.real;
    temp.imaginary=imaginary-x.imaginary;
    return temp;
    }
    Complex operator*(Complex x){
    Complex temp;
```

```
temp.real=real*(x.real)-(imaginary)*(x.imaginary);
temp.imaginary=(real)*(x.imaginary)+(imaginary)*(x.real);
return temp;
}
Complex operator/(Complex x){
Complex temp;
float g=(x.real)*(x.real)+(x.imaginary)*(x.imaginary);
temp.real=(real*(x.real)+(imaginary)*(x.imaginary))/g;
temp.imaginary=((x.real)*(imaginary)-(x.imaginary)*(real))/g;
return temp;
}
void print(){
cout<<real<<" + i"<<imaginary<<endl;</pre>
}
Complex operator+(float x){
Complex temp;
temp.real=real+x;
temp.imaginary=imaginary;
return temp;
}
Complex operator*(float x){
Complex temp;
temp.real=real*x;
temp.imaginary=imaginary*x;
return temp;
}
 Complex operator/(float x){
```

```
Complex temp;
temp.real=real/x;
temp.imaginary=imaginary/x;
return temp;
}
///postfix increment
Complex operator++(int){
Complex temp=*this;
real++;
return temp;
}
///prefix increment
void operator++(){
real++;
}
///postfix decrement
Complex operator--(int){
Complex temp=*this;
real--;
return temp;
}
///prefix decrement
void operator--(){
real--;
}
```

```
friend Complex operator+(float x,Complex y);
     friend Complex operator-(float x,Complex y);
      friend Complex operator*(float x,Complex y);
       friend Complex operator/(float x,Complex y);
     friend istream& operator>>(istream &in,Complex &a);
       friend ostream& operator<<(ostream &ou,Complex &b);</pre>
};
Complex operator+(float x,Complex y){
    Complex temp;
    temp.real=y.real+x;
    temp.imaginary=y.imaginary;
    return temp;
}
Complex operator-(float x,Complex y){
    Complex temp;
    temp.real=y.real-x;
    temp.imaginary=y.imaginary;
    return temp;
}
Complex operator*(float x,Complex y){
```

```
Complex temp;
    temp.real=(y.real)*x;
    temp.imaginary=-(y.imaginary)*x;
    return temp;
}
Complex operator/(float x,Complex y){
    Complex temp;
     float g=(y.real)*(y.real)+(y.imaginary)*(y.imaginary);
    temp.real=(y.real)*x/g;
    temp.imaginary=-(y.imaginary)*x/g;
    return temp;
}
istream& operator>>(istream &in,Complex &a){
    cout<<"Enter the real part: ";</pre>
    in>>a.real;
    cout<<"Enter the complex part: ";</pre>
    in>>a.imaginary;
    return in;
}
ostream& operator<<(ostream &ou,Complex &b){</pre>
    ou<<b.real<<" + j("<<b.imaginary<<") "<<endl;</pre>
    return ou;
}
```

```
int main(){
    Complex z1(3,4),z2(4,-3),z3(0,6),V(100,50);
    Complex var=1/z1+1/z2+1/z3;
    Complex Req=1/var;
    Complex I=V/Req;
    cout<<"Current= "<<I<<endl;
}</pre>
```

```
"Diruct\RUET academics\semester 1-2\all courses 20\CSE 1204\practice\lab_07_022.exe" — X

Current= 38.3333 + j(-6.66667)

Process returned 0 (0x0) execution time: 0.041 s

Press any key to continue.
```

Topic 3[Method/Function Overriding]

Problem statement: Write a class A with a method **Print()** and a derived class B with method **Print()** overloaded. Now observe the output when following statements are written in the **main()** function

```
class A{
                                                 Write Statements inside main()
  public:
                                                    i)
                                                          A a;
     void Print(){
                                                          a.Print();
     cout<<"Inside Print() of class A"<<endl;</pre>
                                                    ii)
                                                          B b;
    }
                                                          b.Print();
};
                                                    iii) A a;
                                                          A *p;
class B:public A{
                                                          p=&a;
public:
                                                          p->Print();
    void Print(){
                                                     iv) B b;
     cout<<"Inside Print() of class B"<<endl;</pre>
    }
                                                          A *p;
};
                                                          p=&b;
                                                          p->Print();
                                                 Repeat i)-iv) after writing
                                                 virtual in front of void
                                                 Print()
```

```
Solution:
#include<iostream>

using namespace std;

class A
{
  public:
    void Print()
    {
      cout<<"Inside Print() of class A"<<endl;
    }
};</pre>
```

```
class B:public A
{
public:
    void Print()
    {
         cout<<"Inside Print() of class B"<<endl;</pre>
    }
};
int main(){
    cout<<"(i)";
    A a;
    a.Print();
    cout<<endl<<endl;</pre>
     cout<<"(ii)";</pre>
    B b;
    b.Print();
     cout<<endl<<endl;</pre>
       cout<<"(iii)";</pre>
    A *p;
    p=&a;
    p->Print();
     cout<<endl<<endl;</pre>
       cout<<"(iv)";</pre>
    p=&b;
    p->Print();
     cout<<endl<<endl;</pre>
```

```
}
```

Using virtual keyword:

```
#include<iostream>

using namespace std;

class A
{
public:
    virtual void Print()
    {
        cout<<"Inside Print() of class A"<<endl;</pre>
```

```
}
};
class B:public A
{
public:
    void Print()
    {
         cout<<"Inside Print() of class B"<<endl;</pre>
    }
};
int main(){
    cout<<"(i)";
    A a;
    a.Print();
    cout<<endl<<endl;</pre>
     cout<<"(ii)";
    B b;
    b.Print();
     cout<<endl<<endl;</pre>
      cout<<"(iii)";</pre>
    A *p;
    p=&a;
    p->Print();
     cout<<endl<<endl;</pre>
      cout<<"(iv)";
    p=&b;
```

```
p->Print();
    cout<<endl<<endl;
}</pre>
```

Topic 4[Pure Virtual Function]

public:

Problem statement: Modify the class defined in Topic 3 executes the following statements i)-iv) and observe the output:

```
class A{
                                                Write Statements inside main()
  public:
                                                   iii) A a;
    virtual void Print()=0;
                                                          a.Print();
                                                    iv)
                                                         B b;
};
                                                         b.Print();
                                                    iii) A a;
class B:public A{
                                                         A *p;
 public:
                                                         p=&a;
    void Print(){
                                                         p->Print();
     cout<<"Inside Print() of class B"<<endl;</pre>
                                                     iv) B b;
};
                                                         A *p;
                                                         p=&b;
                                                         p->Print();
```

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

class A
{
public:
    virtual void Print()=0;
};
class B:public A
{
```

```
void Print()
    {
         cout<<"Inside Print() of class B"<<endl;</pre>
    }
};
int main()
{
    cout<<"(i)"<<"Gives error as A is a pure abstract</pre>
class"<<endl;</pre>
    //A a;
    //a.Print();
    cout<<endl<<endl;</pre>
    cout<<"(ii)";</pre>
    B b;
    b.Print();
    cout<<endl<<endl;</pre>
    cout<<"(iii)"<<"Gives error as A is a pure abstract</pre>
class"<<endl;</pre>
    A *p;
    //p=&a;
    //p->Print();
    cout<<endl<<endl;</pre>
    cout<<"(iv)";</pre>
    p=&b;
    p->Print();
    cout<<endl<<endl;</pre>
}
```

```
TotruetRUET academics\semester 1-2\all courses 20\cCSE 1204\practice\lab_07_04.exe'

(i)Gives error as A is a pure abstract class

(ii)Inside Print() of class B

(iii)Gives error as A is a pure abstract class

(iv)Inside Print() of class B

Process returned 0 (0x0) execution time: 0.044 s

Press any key to continue.
```

Topic 5 [Friend Function]

Problem Statement: Using the following class, write three friend functions

```
i) Add(): Assign value to the data member xii) IncX(): Increase the value of x by miii) DecX(): Decrease the value of x by n
```

```
class A{
  private:
    int x;
  public:
    //Prototype of friend functions
};

//write body of friend functions

int main(){
  //call these methods
}
```

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

class A
{
private:
   int x;
   public:
```

```
friend void Add(int m,A &a);
        friend void IncX(int m,A &a);
        friend void DecX(int m,A &a);
         void Print(){
             cout<<"X= "<<x<<endl;</pre>
        }
};
void Add(int m,A &a)
{
    a.x=m;
}
void IncX(int m,A &a)
{
    a.x+=m;
}
void DecX(int m,A &a)
{
     a.x-=m;
}
int main()
{
    A a;
    cout<<"assigning..."<<endl;</pre>
```

```
Add(7,a);
a.Print();
cout<<"increment..."<<endl;
IncX(6,a);
a.Print();
cout<<"decrement..."<<endl;
DecX(5,a);
a.Print();</pre>
```