

## **ASSIGNMENT**

**COURSE TITLE** : Object Oriented Programming

**COURSE CODE** : CSE 111

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### **SUBMITTED TO**

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**SECTION**: 9

**PROGRAM**: B.Sc. Engg. in CSE

# Object Oriented Programming Assignment 2

## **Theory**

Write down the difference between **pass value** and **pass by reference** with code example.

Ans. In pass-by-value, a *copy* of the variable is passed to the function. Modifying the parameter inside the function **does not** affect the original variable.

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

void edit(int x)
{
    x = 10;
    cout << "Value inside the function: " << x << endl;
}

int main()
{
    int a = 5;
    cout << "Before function call: " << a << endl;
    edit(a);
    cout << "After function call: " << a << endl;
    return 0;
}</pre>
```

In **pass-by-reference**, the *actual variable* (not a copy) is passed to the function. Any changes made to the parameter inside the function **will affect** the original variable.

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

void edit(int &x)
{
    x = 10;
    cout << "Value inside the function: " << x << endl;
}

int main()
{
    int a = 5;
    cout << "Before function call: " << a << endl;
    edit(a);
    cout << "After function call: " << a << endl;
    return 0;
}</pre>
```

## **Program**

Design a class called **Distance** with an attribute **length**. Now **overload** + operator to add two **Distance** objects. If the **Distance** objects aren't equal, make the lesser object equal to the greater.

<u>Ans.</u> Here is a C++ program that satisfies the conditions above:

```
#include <iostream>
using namespace std;
class Distance
{
public:
    float length;
    Distance(float l)
    {
        length = l;
    }
    Distance operator+(Distance &other)
    {
        if (length < other.length)</pre>
        {
            length = other.length;
        }
        else
        {
             other.length = length;
        return Distance(length + other.length);
    }
};
int main()
{
```

```
Distance d1(10.5), d2(20.3);
Distance d3 = d1 + d2;

cout << "d1 length: " << d1.length << endl;
cout << "d2 length: " << d2.length << endl;
cout << "d3 length: " << d3.length << endl;
return 0;
}</pre>
```

**Output:** The code yields the following output in the terminal:

```
d1 length: 20.3
d2 length: 20.3
d3 length: 40.6
```