

C++ Assignment

Q1. Write a C++ Program which prints highest number from 3 entered numbers.

```
// Write a C++ program which prints highest number from entered 3 numbers.
```

```
#include <iostream>
```

```
using namespace std;
```

```
int main()
```

```
{
```

```
    int num1, num2, num3, biggest;
```

```
    cout << "\nEnter 3 numbers: ";
```

```
    cin >> num1 >> num2 >> num3;
```

```
    if (num1 > num2 && num2 > num3)
```

```
    {
```

```
        biggest = num1;
```

```
        cout << "\nBiggest number out of the three is " << biggest;
```

```
    }
```

```
    else if (num2 > num3)
```

```
    {
```

```
        biggest = num2;
```

```
        cout << "\nBiggest number out of the three is " << biggest;
```

```
    }
```

```
    else
```

```
    {
```

```
        biggest = num3;
```

```
        cout << "\nBiggest number out of the three is " << biggest;
```

```
    }
```

```
}
```

```
> ./biggest_number.exe
```

```
Enter 3 numbers: 10 20 30
```

```
Biggest number out of the three is 30
```

Q2. Write a C++ program to create a function named as area and find area of a triangle using no return and no parameter

```
// Write a C++ program to create a function named as area and find area of a triangle using no return and no parameter

#include <iostream>

using namespace std;

void area()
{
    int base, height, area_of_triangle;

    cout << "\nEnter base of the triangle : ";
    cin >> base;
    cout << "\nEnter height of the triangle : ";
    cin >> height;

    area_of_triangle = 0.5 * base * height;
    cout << "\nArea of the triangle is " << area_of_triangle;
}

int main()
{
    area();
}
```

```
> ./area_of_triangle.exe
```

```
Enter base of the triangle : 10
```

```
Enter height of the triangle : 20
```

```
Area of the triangle is 100
```

Q3. Write a C++ program to Read and Print Student Information using simple class.

```
// Write a C++ program to Read and Print Student Information using simple class.

#include <iostream>

using namespace std;

class Student
{
private:
    string name;
    int sub1, sub2, sub3, sub4, sub5, reg_no;
    float total, percentage;

public:
    void read()
    {
        cout << "\nEnter name of the student : ";
        cin >> name;
        cout << "\nEnter Registration Number of the student : ";
        cin >> reg_no;
        cout << "\nEnter marks of the student for 5 subjects [seperated by <space>] : ";
        cin >> sub1 >> sub2 >> sub3 >> sub4 >> sub5;
    }

    void total_percentage()
    {
        total = sub1+sub2+sub3+sub4+sub5;
        percentage = total / 500 * 100;
    }

    void print_info()
    {
        cout << "\nStudent Name      : " << name;
        cout << "\nRegistration Number : " << reg_no;
        cout << "\n===== ";
        cout << "\nMarks in subject 1  : " << sub1 << "/100";
        cout << "\nMarks in subject 2  : " << sub2 << "/100";
        cout << "\nMarks in subject 3  : " << sub3 << "/100";
        cout << "\nMarks in subject 4  : " << sub4 << "/100";
        cout << "\nMarks in subject 5  : " << sub5 << "/100";
        cout << "\n----- ";
        cout << "\nTotal Marks          : " << total << "/500";
        cout << "\nPercentage           : " << percentage << "%";
    }
};

int main()
```

```
{  
    class Student stu;  
  
    stu.read();  
    stu.total_percentage();  
    stu.print_info();  
}
```

```
> ./student_info.exe
```

```
Enter name of the student : Shalmon
```

```
Enter Registration Number of the student : 12345
```

```
Enter marks of the student for 5 subjects [seperated by <space>] : 40 50 60 45 56
```

```
Student Name      : Shalmon
```

```
Registration Number : 12345
```

```
=====
```

```
Marks in subject 1 : 40/100
```

```
Marks in subject 2 : 50/100
```

```
Marks in subject 3 : 60/100
```

```
Marks in subject 4 : 45/100
```

```
Marks in subject 5 : 56/100
```

```
-----
```

```
Total Marks      : 251/500
```

```
Percentage       : 50.2%
```

Q4. Write a C++ program to perform perimeter of a triangle and square function named perimeter() using function overloading

```
// Write a C++ program to perform perimeter of a triangle and square function named perimeter() using function overloading

#include <iostream>

using namespace std;

void perimeter(int a, int b, int c)
{
    int peri;
    peri = a + b + c;
    cout << "\nPerimeter of triangle is " << peri;
}

void perimeter(int side)
{
    int peri;
    peri = side * 4;
    cout << "\nPerimeter of Square is " << peri;
}

int main()
{
    perimeter(10, 20, 30);
    perimeter(10);
}
```

```
> ./function_overloading.exe
```

```
Perimeter of triangle is 60
Perimeter of Square is 40
```

Q5. Write a C++ program for multiple inheritance

```
// Write a C++ program for multiple inheritance

#include <iostream>

using namespace std;

class Stu
{
public:
    Stu()      // constructor for Stu class
    {
        cout << "\nStudent name is Shalmon Anandas";
    }
};

class Marks
{
public:
    Marks()    // constructor for Marks class
    {
        cout << "\nMarks gotten are 350/500";
    }
};

class Result: public Stu, public Marks{ };

int main()
{
    Result Obj; // calling derived class, constructor gets called automatically
}
```

```
> ./inheritance.exe
```

```
Student name is Shalmon Anandas
Marks gotten are 350/500
```

Q6. Write a c++ program to demonstrate virtual function.

```
// Write a c++ program to demonstrate virtual function.

#include <iostream>

using namespace std;

class Base
{
    public:
    virtual void print()
    {
        cout << "\nThis is the base class";
    }
};

class Derived:public Base
{
    public:
    void print()
    {
        cout << "\nThis is the derived class";
    }
};

int main()          // main function
{
    Base objB;      // Base class called as object objB
    Base* bptr;     // pointer of Base class called as object bptr
    Derived objD;   // Derived class called as object objD

    bptr = &objD;   // Address of Derived class assigned to object bptr

    objB.print();   // prints virtual function before runtime redefining
    bptr -> print(); // prints virtual function after runtime redefining
}
```

```
> ./virtual_function
```

```
This is the base class
This is the derived class
```