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**Roll Num:****Date: 7 Feb 2025****Class Activity : 1**

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Create a class of Party having data members venue, date, count of friends, an array to save amount contributed by each friend (DMA). Make a class with default constructor, parameterized constructor and a copy constructor to save one party object into another party object. Also make one set\_Data() function to set all the data members once.

We have a fun-loving group of friends who party every week! Over the next three months, we have **12 parties planned**. Let's create an array of Party objects and use a loop to set all the variables using a setter function.

Write a global function that takes two Party objects as arguments and compares which one has more friends attending. The function should output which party has more friends.

Write a global function that takes an array of Party objects and prints the venues where more than 5 friends are attending.

Write a global function that takes two Party objects as arguments and compares which one has more friends attending. The function should return the party object which has more friends.