## Siddaganga Institute of Technology, Tumakuru – 572 103

Department of Computer Science and Engineering

Concern: Fourth Semester B.E, CSE Even 2020-21

## **Lab Programs Cycles**

## **Object Oriented Programming with C++ (4RCS02)**

	Cycle I
1.	A person is eligible to vote if his/her age is greater than or equal to 18. Define a function to
	find out if he/she is eligible to vote.
2.	Write a program using functions to check if a number is an Armstrong number or not.
	Hint: An Armstrong number of 3 digits is the sum of cubes of each digit equal to the number
	itself. For example, 153 is an Armstrong number because
	153 = 1*1*1 + 5*5*5 + 3*3*3
3.	Write a program which will ask the user to enter his/her marks (out of 100). Create a file
	"student_data.txt" to store the details viz. USN and Percentage. Write user defined
	functions for
	a. Accepting the data,
	b. Search for a specific USN and display the details
	c. To list all the students with the specified percentage.
4.	Use the above database to create a new file "student_grades.txt" and along with the
	available data compute the grade of each student as per the below table and write all the details
	in the new file.
	Marks Grade
	91-100 S
	81-90 A
	71-80 B
	61-70 C
	51-60 D
	41-50 E
	<=40 Fail
5	Write a C++ program to create a class Fruit with following characteristics: Name, Price.
	Display the names of all fruits costing more than 50 rupees.
6	Develop a C++ program to add
	i) two integer numbers ii) two float numbers iii) One integer and one float numbers
	by overloading a function.
7	Define a class to represent a bank account. Include the following members Data members:
	i) Name of the depositor ii)Account number iii) Balance amount in the account.
	-, we deposite notice in the decodition
	Methods:
	i) Read the account details ii) To deposit an amount iii) To display name and balance.
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	ii)
	Cycle 2
8	Write a C++ program to create class called COMPLEX with private properties real and image
G	and demonstrate the followings concepts by implementing suitable behaviors:
	Manipulators
	2. Overloading functions: ADD that returns a COMPLEX numbers.
	a. ADD(a,s2) – where a is an integer (real part) and s2 is a complex number
	b. ADD(s1,s2) – where s1 and s2 are complex numbers. Add s2 to s1 and return
	s1
	3. Friend Function: SUB(s1,s2)- subtract s2 from s1 and return s1
9	Define a ITEM class with item_name, item_code, item_prize, number_of_items item_count as
	data members. Demonstrate the followings concepts by implementing suitable behaviors:
	1. Private and public member function
	2. call by reference, return by reference
	3. Default arguments, Inline functions
	4. Friend functions and static functions,
	5. Array of objects, objects as function arguments
10	Create a class called TIME with private data member's hour, minute and second. Demonstrate
	the followings concepts by implementing suitable behaviors:
	1. Private and public member function
	2. Object as function argument and returning object
	3. Overloading functions: addition of two times and returns new time such as add(h,m,s),
	add(h,m), add(h)
11	Define a VECTOR class with appropriate data members and Demonstrate the followings
	concepts by implementing suitable behaviors:
	i. Memory management operator
	ii. Delete last element
	iii. Access first and last elements
	iv. Test whether vector is empty
1.2	v. Return size of the vector
12	Write a C++ program to create a class called STACK with private properties size, top
	Demonstrate the followings concepts by implementing suitable behaviors:
	i. Add a new element at the top of the stack
	ii. Remove the element on top of the stack
	iii. Return the number of elements in the stack
	iv. Return a reference to the next element in the stack
13	Test whether Stack is empty or not.
13	Write a C++ program to create a class called QUEUE with appropriate data members.  Demonstrate the followings concepts by implementing suitable behaviors:
	i. Add a new element at the end of the queue
	ii. Remove the next element in the queue
	iii. Return a reference to the first element in the queue
	iv. Return a reference to the last element in the queue
	v. Return the number of elements in the queue
	vi. Test whether Queue is empty or not.
<u> </u>	vi. Test whether Queue is empty of not.

Coordinators Head of the Dept.

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