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Home Assigment-05

[A]

```
//Class data type to Basic data type!
#include <iostream>
using namespace std;
class inventory1{
    int code;
    double items;
    int price;
public:
    inventory1(){ //default constructor
}
    inventory1(int x,int y,int z){
        code=x;
        items=y;
        price=z;
    }
    void getcode(){
        cout<<"Code for Object is:"<<code<<endl;
    }
    void getitem(){
        cout<<"NUmber of items are:"<<items<<endl;
    }
    void getPrice(){
        cout<<"PRice for Object is:"<<price<<endl;
    }
    operator double(){ //casting overloading->1.no parameters 2.no return
type        double total_vaule;
        total_vaule=(items*price);
        return total_vaule;
    }
};
int main() {
    inventory1 obj(100,5,140);
    obj.getcode();
    obj.getPrice();
    obj.getitem();
    double i=obj; //base class data type to basic data type
    cout<<"total_vaule:"<<i<<endl;
    return 0;
}
```

OUTPUT:

Code for Object is:100
PRice for Object is:140

NUmber of items are:5
total_vaule:700

[B]

```
//class data type to other class data type!
#include <iostream>
using namespace std;
class inventory1{
    double code;
    double items;
    double price;
public:
    inventory1(){ //default constructor
    }
    inventory1(double x,double y,double z){
        code=x;
        items=y;
        price=z;
    }
    void show(){
        cout<<"Code for item is:"<<code<<endl;
        cout<<"Number of item are:"<<items<<endl;
        cout<<"Price for item is:"<<price<<endl;
    }
    double getcode(){
        return code;
    }
    double getitem(){
        return items;
    }
    double getprice(){
        return price;
    }
};
class inventory2{
    double code;
    double total_vaule;
public:
    inventory2(){
        code=0;
        total_vaule=0;
    }
    inventory2(double a,double b){
        code=a;
        total_vaule=b;
    }
    void show(){
        cout<<"code:"<<code<<endl;
        cout<<"total_vaule:"<<total_vaule<<endl;
    }
    inventory2(inventory1 p){
        code=p.getcode();
        // items=p.getitem();
        total_vaule=p.getitem()*p.getprice();
    }
};
```

```

    }
};
int main(){
    inventory1 obj(100,5,140);
    inventory2 o;
    o=obj;

    cout<<"inventory1"<<endl;
    obj.show();
    cout<<"inventory2"<<endl;
    o.show();
    return 0;
}

```

OUTPUT:

```

Code for Object is:100
PRice for Object is:140
NUmber of items are:5
total_vaule:700

```