

Department of Electronics & Telecommunication Engineering

Name of the Experiment:

Introduction to Class and Objects in OOP.

Course No. : CSE-284

Course Title : Object Oriented Programming

Experiment No. : 01

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Remarks:

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Term : 02

Group : 02

Experiment Name:

Introduction to Class and Objects in OOP

Objectives:

- To introduce with the Class and Objects in C++ .
- To create data member and member function (Method) of a class.
- To understand the concept of visibility of data member and member function(Public and Private access).

Example-1:

Write a C++ program to define a class BOX and create objects of this class.

```
#include <iostream >
using namespace std;
int main()
{
   class box{
       public:
      int len;
      int wid;
      int dep;
      double vol;
   };
   box box1;
   box box2;
   box1.len = 10;
   box1.dep = 10;
   box1.wid = 10;
   box2.len = 5;
   box2.dep = 5;
   box2.wid = 5;
   box1.vol = box1.len * box1.dep * box1.wid;
   cout << box1.vol << endl;</pre>
   box2.vol = box2.len * box2.dep * box2.wid;
   cout << box2.vol;</pre>
}
```

```
C:\Users\user\Downloads\oof \times + \forall \tag{1000} \\ 125 \\ Process returned 0 (0x0) \\ execution time : 0.045 s \\ Press any key to continue.
```

Example-2:

Write a C++ program to define a class BOX with member functions.

```
#include < iostream >
using namespace std;
class BOX
{
    public:
    double length, breadth, height;
    void input_value()
    {
         cout << "Enter three sides: " << endl;</pre>
         cin>>length>>breadth>>height;
    }
    void print_value()
         cout << "Length: " << length << endl;</pre>
         cout << "Breadth: " << breadth << endl;</pre>
         cout << "Height: " << height << endl;</pre>
    }
    double volume()
       double v = length*breadth*height;
       cout << "Volume of the box: " << v << endl;</pre>
    }
};
int main(){
   BOX mybox;
   BOX mybox2;
   mybox.input_value();
   mybox.print_value();
   mybox.volume();
   mybox2.input_value();
   mybox2.print_value();
   mybox2.volume();
}
```

```
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Enter three sides:
5
8
9
Length: 5
Breadth: 8
Height: 9
Volume of the box: 360
Enter three sides:
11
25
17
Length: 11
Breadth: 25
Height: 17
Volume of the box: 4675
```

Example-3:

Write a C++ program to understand public and private access of class data members.

Input:

```
#include <iostream>
using namespace std;
class myTest
{
  private:
  int a,b,c;
  public:
  void access_private()
{
    cin>>a>>b>>c;
    cout<<a<<" "<<b<<" "<<c<endl;
};
  int main()
{
    myTest v;
  v.access_private();//Public function to access private members
}</pre>
```

Output:

```
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10
20
30
10 20 30

Process returned 0 (0x0) execution time : 7.440 s

Press any key to continue.
```

Example-4:

Write a C++ program to understand public and private access of class data members.

Input:

```
#include <iostream >
using namespace std;
class Box{
  private:
  double length;
  double breadth;
  double height;
  public:
    void initData(double len, double brth, double hgt){
    length=len;
    breadth=brth;
    height=hgt;
    }
    double calculateArea(){
        return length*breadth;
    }double calculateVol(){
        return length*breadth*height;
    }
  };
int main()
{
  Box box1;
  box1.initData(42.5, 30.2, 10.2);
  cout << "Area = "<<box1.calculateArea() << endl;</pre>
  cout << "Volume = " << box1.calculateVol() << endl;</pre>
  return 0;
}
```

Output:

```
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Area = 1283.5
Volume= 13091.7

Process returned 0 (0x0) execution time : 0.047 s

Press any key to continue.
```

Practice-1:

Write a class having two private variables and one member function which will return the area and perimeter of the rectangle.

```
#include < iostream >
using namespace std;
class rectangale {
    private:
    double length, width;
```

```
public:
    void input(){
         cout << "Enter length and width of the rectangle: ";</pre>
         cin>>length>>width;
    }
    double area(){
         return length * width;
    }
    double perimeter(){
         return 2 * (length + width);
    }
};
int main(){
    rectangale myrect;
    myrect.input();
    cout << "Area of the rectangle: " << myrect.area() << endl;</pre>
    cout << "Perimeter of the rectangle: " << myrect.perimeter() << endl;</pre>
return 0;
}
```

```
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Enter length and width of the rectangle: 25

55

Area of the rectangle: 1375

Perimeter of the rectangle: 160

Process returned 0 (0x0) execution time: 27.765 s

Press any key to continue.
```

Practice-2:

2. Write a C++ Program to define a class batsman with the following specifications:

Private members:

batsman code: 4 digits code number batsman name: 20 characters(string)

total innings, notout innings, toal runs: integer type

calcavg(): Function to compute batavg batting avg: [total runs/(total innings-notout innings)] (formula to calculate batting average)

Public members:

readdata(): Function to accept value from batsman code, batsman name, to tal innings, notout innings, total runs and invoke the function calcavg().

displaydata(): Function to display the data members on the screen. Access all the data members and member functions to calculate batting aver age of a batsman by creating its object.

```
#include <iostream>
#include<string>
using namespace std;
class batsman
{
private:
    int bcode;
    // char bname[20];
    string bname;
    int total_innings, notout_innings, total_runs;
    double batting_avg;
    void calcavg()
    {
         if (total_innings-notout_innings>0){
             batting_avg = total_runs/(total_innings-notout_innings);
        }else{
             batting_avg = 0.0;
    }
public:
    void readdata()
    {
        cout << "Enter Batsman Code (4 digits): ";</pre>
        cin >> bcode;
        cout << "Enter Batsman Name: ";</pre>
        cin >> bname;
        cout << "Enter Total Innings: ";</pre>
        cin >> total_innings;
        cout << "Enter Not Out Innings: ";</pre>
        cin >> notout_innings;
        cout << "Enter Total Runs: ";</pre>
        cin >> total_runs;
        calcavg();
    }
    void displayData()
    {
        cout << "\nBatsman Code: " << bcode << endl;</pre>
        cout << "Batsman Name: " << bname << endl;</pre>
        cout << "Total Innings: " << total_innings << endl;</pre>
        cout << "Not Out Innings: " << notout_innings << endl;</pre>
        cout << "Total Runs: " << total_runs << endl;</pre>
        cout << "Batting Average: " << batting_avg << endl;</pre>
    }
};
int main()
{
    batsman b1;
    b1.readdata();
    b1.displayData();
    return 0;
}
```



Discussion:

In this experiment above, class and objects in C++ were introduced. Here, public and private access of data members and member functions were also familiarized. Member and member functions of a class was created and observed. While solving the problems, I faced a liitle bit difficulty in understanding the use of member functions and accessing private members. So some errors occurred while accessing the private members but then I fixed the error soon and solved the problems as well.