**Lab programs for lab2**

1. Program to implement class and objects
   1. Create a class with data members
   2. Create objects for the class
      1. Crate objects like structure

**class** S {

**int** sa;

**int** sb;

**int** sc;

}s1,s2;

**class** S s1,s2,s3;

S s1,s2,s3;

1. Program to implement to accept data members and find the volume of box ?
2. Program for call\_by\_value ?
3. Program for call\_by\_pointer ?
4. Program for call\_by\_refrence ?
5. Declaration of functions inside the class ?
6. Declaration of functions outside the class ?
7. Create the class and functions and use scope resolution operator to variate functions ?