

# Object Oriented Programming (BCSF17)

Due Date: 10-Oct-2018

## Quiz 02

Time: 10 min

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Roll No: \_\_\_\_\_ Name: \_\_\_\_\_

Write typical accessor/getter function for a data member named **topLeft** of data type **Point** of a class **Board**. (2 marks)

Write typical mutator/setter function for a data member of some class named **regIn** of data type **Program**. (2 marks)

Write definition (function's implementation) of a destructor of **InternetExplorer** class. Destructors just have to display the message "**IE destroyed**". (2 marks)

Write minimum code of main function for a **Paint Brush** program typically available in windows. Note: you may assume class and function you need and name them as you like. (2 marks)

Consider the class **Complex**, we discussed many times in class sessions, and *comment* on the following code snippet. (2 marks)

```
class Complex {  
    ...  
    Complex(Complex c) {  
        realPart = c.realPart;  
        imagPart = c.imagPart;  
    }  
    ...  
};
```

What is the necessary and sufficient condition for successful implementation of the following.  
`Complex& operator=(const Complex &rhs)` (2 marks)

Write names of at least 6 key concepts discussed so far in the OOP course. (3 marks)

Considering a standard **point2d** class having float data members x and y is available. Describe a class for rectangular objects which are parallel to axis of coordinate system, all the time. **Rectangle** class must have only **top-left** and **bottom-right** points as data members. Public interface in rectangle should have getters and setters, various constructors, area, perimeter diagonal functions, and necessary **operators**; but not limited to. **[Note: only create class for rectangle]** (10 marks)

