# UNIVERSITY OF ENGINEERING AND TECHNOLOGY

(NAROWAL CAMPUS)



Object-Oriented Programming Lab Manual

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Topics: Passing Structure as a parameter to function

by value and by reference, Create an array of Structure,

nested Structure, Pointer of Structure, and Vector Container Functions

# **Lab Manual**

# (Object-Oriented Programming Lab)

# Task 1-A:

Pass s structure to a function as a parameter by value in a C++ program

#### **Program:**

```
#include <iostream>
 2
       #include <string>
 3
        using namespace std;
 4
      □struct student{
 5
            string name;
 6
            string fname;
 7
            int age;
 8
            int rollno;
 9
       };
        void print(student);
10
11
      ∃int main(){
12
            student student;
13
            cout<<"Enter Your Name: ";</pre>
14
            getline(cin, student.name);
15
            cout<<"Enter Your Father Name: ";</pre>
16
            getline(cin, student.fname);
17
            cout<<"Enter Your Age: ";
18
            cin>>student.age;
19
            cout<<"Enter Your Roll Number: ";</pre>
20
            cin>>student.rollno;
21
            print(student);
22
            return 0;
23
      □void print(student candidate){
24
25
            cout<<"Student Name: "<<candidate.name<<endl;</pre>
            cout<<"Student Father Name: "<<candidate.fname<<endl;</pre>
26
27
            cout<<"Student Age: "<<candidate.age<<endl;</pre>
28
            cout<<"Student Roll Number: "<<candidate.rollno<<endl;</pre>
29
```

#### Output:

```
Enter Your Name: Muhammad Abdullah
Enter Your Father Name: Zahid Mehmood
Enter Your Age: 19
Enter Your Roll Number: 525
Student Name: Muhammad Abdullah
Student Father Name: Zahid Mehmood
Student Father Name: Zahid Mehmood
Student Age: 19
Student Roll Number: 525

D:\UET Narowal\2nd Semester\Object Oriented Programming\Lab\OOP Lab\x64\Debug\OOP Lab.exe (process 13360) exited with code 0.
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .
```

### Task 1-B:

Pass s structure to a function as a parameter by reference in a C++ program

#### Program:

```
#include <iostream>
      #include <string>
 3
        using namespace std;
 4
      □struct student{
 5
            string name;
 6
            string fname;
 7
            int age;
 8
            int rollno;
9
       |};
10
        void print(student);
11
       void change(student &);
12
      □int main(){
13
            student student = {"Abdullah", "Zahid" , 00, 00};
14
            print(student);
15
            change(student);
16
            print(student);
17
            return 0;
18
19
      □void change(student &candidate){
20
            cout<<" --: Change Information :--"<<endl;</pre>
21
            cout<<"Enter New Name: ";</pre>
22
            getline(cin,candidate.name);
23
            cout<<"Enter New Father Name: ";</pre>
24
            getline(cin, candidate.fname);
25
            cout<<"Enter New Age: ";</pre>
26
            cin>>candidate.age;
27
            cout<<"Enter New Roll Number: ";</pre>
28
            cin>>candidate.rollno;
29
30
      □void print(student candidate){
            cout<<"Student Name: "<<candidate.name<<endl;</pre>
31
            cout<<"Student Father Name: "<<candidate.fname<<endl;</pre>
32
            cout<<"Student Age: "<<candidate.age<<endl;</pre>
33
34
            cout<<"Student Roll Number: "<<candidate.rollno<<endl;</pre>
35
```

#### Output:

```
Student Name: Abdullah
Student Father Name: Zahid
Student Age: 0
Student Roll Number: 0
---: Change Information :--
Enter New Name: Muhammad Abdullah
Enter New Father Name: Zahid Mehmood
Enter New Age: 19
Enter New Roll Number: 525
Student Name: Muhammad Abdullah
Student Father Name: Zahid Mehmood
Student Father Name: Zahid Mehmood
Student Roll Number: 525

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Press any key to close this window . . .
```

# • Task 2:

Create an array of structures in a C++ program

#### **Program:**

```
⊟#include <iostream>
        #include <iomanip>
 3
        using namespace std;
      ⊡struct soilder
 5
 6
          string name;
 7
          string rank;
 8
          string country;
9
       };
10
        void print(soilder[], int);
11

int main()

12
13
          int n = 5;
14
          soilder team[5] = {
15
               {"Muhammad Abdullah", "Lt. Col.", "Pakistan"},
               {"Tahir Masood Bhutta", "Maj. Gen.", "Pakistan"},
16
               {"Tariq Mehmmod", "Brig. Gen.", "Pakistan"}, {"Napolean Boneparte", "Gen.", "France"}, {"Ali Sarwar", "Maj.", "Pakistan"}};
17
18
19
20
          print(team, n);
21
          return 0;
22
       }
23
      □void print(soilder array[], int n)
24
25
          for (int i = 0; i < n; i++)
26
27
             cout<<"--:The Details of Number "<<i+1<<" Team Member:--"<<endl;</pre>
28
             cout<<"Name: "<<array[i].name<<endl;</pre>
             cout<<"Rank: "<<array[i].rank<<endl;</pre>
29
             cout<<"Country "<<array[i].country<<endl<<endl;</pre>
30
31
32
       }
33
```

#### Output:

```
--:The Details of Number 1 Team Member:--
Name: Muhammad Abdullah
Rank: Lt. Col.
Country Pakistan
--:The Details of Number 2 Team Member:--
Name: Tahir Masood Bhutta
Rank: Maj. Gen.
Country Pakistan
--:The Details of Number 3 Team Member:--
Name: Taria Mehmmod
Rank: Brig. Gen.
Country Pakistan
--:The Details of Number 4 Team Member:--
Name: Napolean Boneparte
Rank: Gen.
Country Pakistan
--:The Details of Number 4 Team Member:--
Name: Napolean Boneparte
Rank: Gen.
Country France
--:The Details of Number 5 Team Member:--
Name: Ali Sarwar
Rank: Maj.
Country Pakistan

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To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops
Press any key to close this window . . .
```

# Task 3:

Create a structure that contains another structure variable as its member in the C++ program

#### Program:

```
#include <iostream>
        using namespace std;
 3
      4
             string name;
             string fname;
 6
             string gender;
             int age;
 8
        };
 9

¬struct academicinfo{
10
             string dept;
11
             int rollno;
12
             int session;
             double cgpa;
13
14
       };
       15
16
             basicinfo basic;
17
             academicinfo academic;
18
       };
19
        void print(information);
20
      □int main(){
             information Abdullah = {{"Muhmmad Abdullah", "Zahid Mehmood", "Male", 18},{"Computer Science",525,2022,3.29}}; information AbuBakar = {{"Muhammad Abu Bakar", "Zahid Mehmood", "Male", 14},{"Software Engineering", 00, 2026, 00.0}};
21
22
             print(Abdullah);
23
24
             print(AbuBakar);
25
             return 0;
26
27
      □void print(information info){
             cout<<"Name: "<<info.basic.name<<endl;</pre>
28
29
             cout<<"Father Name: "<<info.basic.fname<<endl;</pre>
30
             cout<<"Gender: "<<info.basic.gender<<endl;</pre>
31
             cout<<"Age: "<<info.basic.age<<endl;</pre>
             cout<<"Department: "<<info.academic.dept<<endl;</pre>
32
             cout<<"Roll No.: "<<info.academic.rollno<<endl;</pre>
33
             cout<<"Session: "<<info.academic.session<<endl;</pre>
34
35
             cout<<"CGPA: "<<info.academic.cgpa<<endl;</pre>
36
```

#### Output:

```
ame: Muhmmad Abdullah
Father Name: Zahid Mehmood
Gender: Male
Age: 18
Department: Computer Science
Roll No.: 525
Session: 2022
CGPA: 3.29
Name: Muhammad Abu Bakar
ather Name: Zahid Mehmood
Gender: Male
Age: 14
Department: Software Engineering
Roll No.: 0
Session: 2026
CGPA: 0
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To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window
```

# Task 4:

Create a pointer variable that points to a structure variable in a C++ program

#### Program:

```
⊟#include <iostream>
       #include <string>
        using namespace std;
      ∃struct car{
5
            string brand;
            string model;
6
7
            int hp;
8
            int torque;
9
            string price;
10
       };
11
        void print(car*);
       void change(car*);
12
13

_int main(){
14
            car Mycar = {"Ford", "Mustang", 315, 350,"$100 000"};
15
            print(&Mycar);
            change(&Mycar);
16
17
            print(&Mycar);
18
            return 0;
19
20
      □void print(car *cars){
21
            cout<<"Brand: "<<(cars->brand)<<endl;</pre>
            cout<<"Model: "<<(cars->model)<<endl;</pre>
22
23
            cout<<"Horse Power: "<<(cars->hp)<<endl;</pre>
            cout<<"Torque: "<<(cars->torque)<<endl;</pre>
24
            cout<<"Price: "<<(cars->price)<<endl;</pre>
25
26
       }
27
      □void change(car *car){
            cout<<"Enter New Car Brand Name: ";</pre>
28
            getline(cin, car->brand);
29
30
            cout<<"Enter New Car Model Name: ";</pre>
31
            getline(cin, car->model);
32
            cout<<"Enter New Car Price: ";</pre>
33
            getline(cin, car->price);
34
            cout<<"Enter New Horse Power: ";</pre>
35
            cin>>car->hp;
36
            cout<<"Enter New Torque: ";</pre>
37
            cin>>car->torque;
38
```

#### Output:

```
Brand: Ford
Model: Mustang
Horse Power: 315
Torque: $100 000
Enter New Car Brand Name: Audi
Enter New Car Brand Name: Audi
Enter New Car Price: 2000000
Enter New Car Price: 2000000
Enter New Gr Price: 2000000
Enter New Horse Power: 511
Enter New Torque: 525
Brand: Audi
Model: S8
Horse Power: 511
Torque: 525
Price: 2000000

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Press any key to close this window . . .
```

# Task 5:

Create a vector container and apply some pre-defined functions of the vector header file on it in a C++ program

## Program:

```
#include <iostream>

2
       #include <string>
3
       using namespace std;
      □struct car{
            string brand;
            string model;
6
            int hp;
8
            int torque;
9
            string price;
10
      \};
11
       void print(car*);
12
       void change(car*);
13
      □int main(){
            car Mycar = {"Ford", "Mustang", 315, 350,"$100 000"};
14
15
            print(&Mycar);
16
            change(&Mycar);
17
            print(&Mycar);
18
            return 0;
19
      }
20
      □void print(car *cars){
            cout<<"Brand: "<<(cars->brand)<<endl;</pre>
21
            cout<<"Model: "<<(cars->model)<<endl;</pre>
22
23
            cout<<"Horse Power: "<<(cars->hp)<<endl;</pre>
24
            cout<<"Torque: "<<(cars->torque)<<endl;</pre>
            cout<<"Price: "<<(cars->price)<<endl;</pre>
25
26
27
      □void change(car *car){
            cout<<"Enter New Car Brand Name: ";</pre>
28
29
            getline(cin, car->brand);
30
            cout<<"Enter New Car Model Name: ";</pre>
31
            getline(cin, car->model);
           cout<<"Enter New Car Price: ";
32
33
            getline(cin, car->price);
34
            cout<<"Enter New Horse Power: ";</pre>
35
            cin>>car->hp;
36
            cout<<"Enter New Torque: ";</pre>
37
            cin>>car->torque;
38
```

#### **Output:**