Aim:

<u>Lab Assignment 1</u>: Develop an object oriented program in C++ to create a database of student information system containing the following information: Name, Roll number, Class, division, Date of Birth, Blood group, Contact address, telephone number, driving license no. etc Construct the database with suitable member functions viz, static member functions, friend class/ friend function, this pointer, inline code and dynamic memory allocation operators-new and delete. Implement all the keywords as mentioned in the problem statement.

Oop Concepts Used:

1) Static member functions:

A **static member function** is a special **member function**, which is used to access only **static** data **members**, any other normal data **member** cannot be accessed through **static member function**. Just like **static** data **member, static member function** is also a class **function**; it is not associated with any class object.

2) Friend function:

In object-oriented programming, a **friend function**, that is a "**friend**" of a given class, is a **function** that is given the same access as methods to private and protected data. A **friend function** is declared by the class that is granting access, so **friend functions** are part of the class interface, like methods.

3) this pointer:

The **this pointer** is a **pointer** accessible only within the nonstatic member functions of a class, struct, or union type. It points to the object for which the member function is called.

4) Inline code:

Source **code** that is written into the body of a program. It may refer to **code** written in the same language or another. For example, assembly language instructions can be embedded within a C program and would be considered **inline code**.

5) Dynamic memory allocation:

a) new Operator:

The new operator denotes a request for memory allocation on the Heap. If sufficient memory is available, new operator initializes the memory and returns the address of the newly allocated and initialized memory to the pointer variable.

b) delete Operator:

Since it is programmer's responsibility to deallocate dynamically allocated memory, programmers are provided delete operator by C++ language.

Output:



