

Programs/Assignments

Lab-6

Topic: Constructors

Objectives:

- To learn writing, executing and debugging C++ programs related to constructor and destructor.

Outcomes:

- After completing this, the students would be able to develop C++ programs applying constructor and destructor.

Lab Assignments

1. Define a class to represent a bank account. Include the following data members:
Name of the account holder
Account number
Balance amount in the account
Write constructors to update the balance amount in the account after every deposit and withdraw. Also display the balance amount after each deposit or withdraw.
2. Write a C++ program that calculates the commission of 5 salesperson. For every salesperson, a target is defined. If a salesperson sells products less than the target assigned, he gets no commission. If a salesperson completes the target, he/she gets a 10% commission on the extra sales made; if he/she sells beyond the target, he/she gets a 25% commission on extra sales. The program must record the sales of each month made by the salesman. The commission is calculated at the end of the year. Use class and constructor to design the program.

Home Assignments

1. A book shop maintains the inventory of books that are being sold at the shop. The list includes details such as author, title, price, publisher and stock position. Whenever a customer wants a book, the sales person enters the title and author and the system searches the list and displays whether it is available or not. If it is not, an appropriate message is displayed. If it is, then the system displays the book details and requests for the number of copies required. If the requested copies are available, the total cost of the requested copies is displayed; otherwise "Required copies not in stock" is displayed. Write a C++ program consisting of a class called book with suitable member functions and constructors.