

# **OOP with C++ by E Balagurusamy > Solution**

## **Chapter 1**

### **Review Questions**

**1.1: What do you think are the major issues facing the software industry today?**

**Ans:** Many software products are either not finished or not used or not delivered for some major errors. Today some of the quality issues that must be considered for software industry are:

1. Correctness.
2. Maintainability.
3. Reusability.
4. Openness and interoperability.
5. Portability.
6. Security.
7. Integrity.
8. User friendliness.

**1.2: Briefly discuss the software evolution during the period 1950— 1990.**

**Ans:** In 1950, the first three modern programming languages whose descendants are still in widespread today.

1. FORTRAN (1955), the “FORMula TRANslator”
2. LISP (1958) the “LIST Procssor”.
3. COBOL, the COMmon Business Oriented Language.

Some important language that were developed in 1950 to 1960 are:

1. Regional Assembly Language–1951
2. Autocode–1952
3. IPL–1954
4. FLOW-MATIC–1955
5. COMTRAN–1957
6. COBOL–1959
7. APL–1962

**1.3: What is procedure-oriented programming? What are its main characteristics?**

**Ans:** Conventional programming, using high level language such as COBOL, FORTAN and C is commonly known as procedure oriented programming.

Characteristics :

- a) Emphasis is on doing things (algorithms)
- b) Large programs are divided into small programs known as function.
- c) Most of the function share global data.
- d) Data move openly around the system from function to function.
- e) Function transform data from one form to another.

**1.4: Discuss an approach to the development of procedure-oriented programs.**

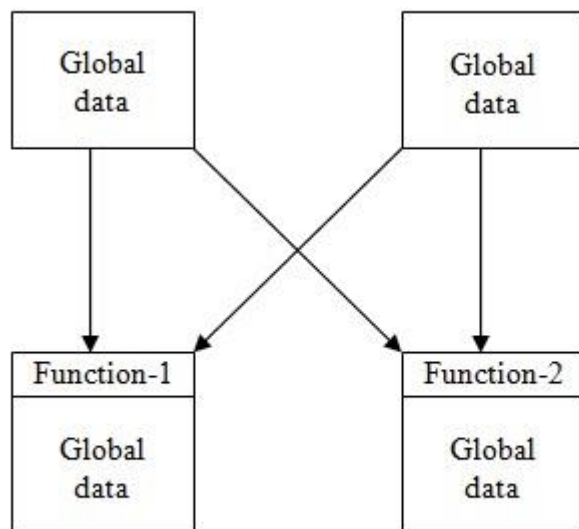
**Ans:** In the procedure-oriented approach, the problem is viewed as a sequence of things to be done such as

- 1. reading
- 2. Calculating
- 3. Printing.

A number of functions are written to accomplish these tasks.

**1.5: Describe how data are shared by functions in a procedure-oriented program.**

**Ans:** In a multi-function program, many important data items are placed as global so that they may be accessed by all the functions. Each function may have its own local data.



**Fig:** Data sharing in procedure oriented program

**1.6: What is object-oriented programming? How is it different from the procedure-oriented programming?**

**Ans:** Object oriented programming (OOP) is an approach that provides a way of modularizing programs by creating partitioned memory area for both data and functions that can be used as templates for creation copies of such modules on demand.

Different between OOP(Object oriented programming) & POP(Procedure oriented programming):

1. OOP has data hiding feature for which the data of a class cannot be accessed by the member function of other class but POP has no such feature.
2. In OOP we can design our own data-type which is same as built in data type. But in POP we can not do this.

### 1.7: How are data and functions organized in an object-oriented program?

**Ans:** Data and functions belong to a class. Data is called data member and functions are called member functions. There is a visibility-mode such as public and private. Generally data is private and functions are public.

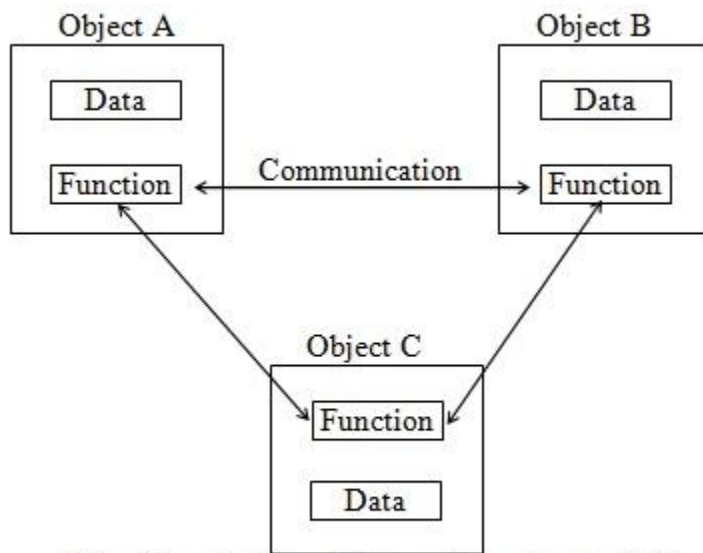


Fig : Organization of data and function in OOP

### 1.8: What are the unique advantages of an object-oriented programming paradigm?

**Ans:** The unique advantage of object-oriented program paradigm is to have a working definition of OOP before we proceed further.

**1.9: Distinguish between the following terms:**

- (a) Objects and classes
- (b) Data abstraction and data encapsulation
- (c) Inheritance and polymorphism
- (d) Dynamic binding and message passing

**Ans:** (a) Objects are the basic run-time entities which contain data and code to manipulate data where the entire set of data and code of an object can be made as a user-defined data type with the help of a class. In short, objects are instances of classes.

(b) Describing the functionality of a class independent of its implementation is called data abstraction. Where data encapsulation means the wrapping up of data and functions into a single unit.

(c) The mechanism of deriving a new class from an old one is called inheritance, where polymorphism means one thing with several distinct terms.

(d) Binding refers to the linking of a procedure call to be executed in response to the call. When binding occurs at run-time, then it is known as dynamic-binding.

Message passing involves specifying the name of the object, the name of the function and the information to be sent

**1.10: What kinds of things can become objects in OOP?**

**Ans:** Objects are the basic run-time entities in an object-oriented system. They may represent a person, a place, a bank account, a table of data or any item that the program has to handle.

**1.11: Describe inheritance as applied to OOP.**

**Ans:** Inheritance is one of the most powerful feature of object-oriented programming. Inheritance is the process of creating new class from existing class. The new class is called derived class and existing class is called base class.

**1.12: What do you mean by dynamic binding? How is it useful in OOP?**

**Ans:** Binding refers to the linking of a procedure call to be executed in response to the call. When binding occurs at run time it is known as dynamic binding. Dynamic binding is useful in OOP such as a function call associated with a polymorphic reference depends on the dynamic type of that reference.

**1.13:Now does object-oriented approach differ from object-based approach?**

**Ans:** Object-based programming do not support inheritance and dynamic binding but object-oriented programming do so.

**1.14:List a few areas of application of OOP technology.**

**Ans:** Areas of application of OOP technology are :

1. Real-time system.
2. Simulation and modeling.
3. Object oriented database.
4. Hypertext, hypermedia .
5. Decision support and office automation system.

**1.15:State whether the following statements are TRUE or FALSE.**

- (a) In procedure-oriented programming, all data are shared by all functions.
- (b) The main emphasis of procedure-oriented programming is on algorithms rather than on data.
- (c) One of the striking features of object-oriented programming is the division of programs into objects that represent real-world entities.
- (d) Wrapping up of data of different types into a single unit is known as encapsulation.
- (e) One problem with OOP is that once a class is created it can never be changed.
- (f) Inheritance means the ability to reuse the data values of one object by
- (g) Polymorphism is extensively used in implementing inheritance.
- (h) Object oriented programs are executed much faster than conventional programs.
- (i) Object-oriented systems can scale up better from small to large.
- (j) Object-oriented approach cannot be used to create databases.

**Ans:**

- a> FALSE
- b> TRUE
- c> TRUE
- d> FALSE
- e> FALSE
- f> TRUE
- g> TRUE
- h> FALSE
- i> TRUE
- j> FALSE

## Chapter 2

### Review Questions

2.1: State whether the following statements are TRUE or FALSE.

- (a) Since C is a subset of C++, all C programs will run under C++ compilers.
  - (b) In C++, a function contained within a class is called a member function.
  - (c) Looking at one or two lines of code, we can easily recognize whether a program is written in C or C++.
  - (d) In C++, it is very easy to add new features to the existing structure of an object.
  - (e) The concept of using one operator for different purposes is known as operator overloading. 10
- The output function printf() cannot be used in C++ programs.

**Ans:**

- a> FALSE
- b> TRUE
- c> FALSE
- \*\*\* most lines of codes are the same in C & C++
- d> TRUE
- e> TRUE
- f> FALSE

2.2: Why do we need the preprocessor directive #include<iostream>?

**Ans:** '#include<iostream>' directive causes the preprocessor to add the contents of iostream file to the program.

2.3: How does a main() function in C++ differ from main{ } in C?

**Ans:** In C main () by default returns the void type but in C++ it returns integer by default.

2.4: What do you think is the main advantage of the comment // in C++ as compared to the old C type comment?

**Ans:** '/' is more easy and time-saving than '/\* \*/'

2.5: Describe the major parts of a C++ program.

**Ans:** Major parts of a C++ program :

1. Include files
2. Class declaration
3. Member function definitions
4. Main function program

## Debugging Exercises

2.1: Identify the error in the following program.

```
#include<iostream.h>
void main()
{
    int i = 0;
    i = i + 1;
    cout << i << " ";
    /*comment \*/i = i + 1;
    cout << i;
}
```

**Ans:** Syntax error→/\* comment\\*/i=i+1;

2.2: Identify the error in the following program.

```
#include<iostream.h>
void main()
{
    short i=2500, j=3000;
    cout>> "i+j=">> -(i+j);
}
```

**Ans:** cout >> "i+j=">> Illegal structure operation.→-(i + j);

2.3: What will happen when you run the following program?

```
#include<iostream.h>
void main()
{
    int i=10, j=5;
    int modResult=0;
    int divResult=0;
    modResult = i%j;
    cout<<modResult<<" ";
    divResult = i/modResult;
    cout<<divResult;
}
```

**Ans:** floating point Error or divide by zero→divResult = i/modResult;

**Note:** If this kind of Error exist in a program, the program will successfully compile but it will show Run Error.

**2.4: Find errors, if any, in the following C++ statements.**

- (a) `cout.<<"x=" x;` (b) `m = 5; // n = 10; // = m + n;` (c) `cin >>x; >>y;`  
(d) `cout <<\h 'Name:.' <<name;`  
(e) `cout <<"Enter value:."; cin >> x;`  
(f) `/*Addition*/ z = x + y;`

**Ans:**

	Error	Correction
A	Statement missing	<code>cout&lt;&lt;"x="&lt;&lt;x;</code>
B	No error	
C	Expression-syntax-error	<code>cin&gt;&gt;x&gt;&gt;y;</code>
D	Illigal character '\'. Statement missing	<code>cout&lt;&lt;"\n Name"&lt;&lt;name;</code>
E	No error	
F	No error	

## Programming Exercises

**2.1: Write a program to display the following output using a single cout statement**

Maths = 90  
Physics = 77  
Chemistry = 69

**Solution:**

```
1 #include<iostream.h>
2 #include<iomanip.h>
3 int main()
4 {
5
6     char *sub[]={ "Maths", "Physics", "Chemestry" };
7     int mark[]={ 90,77,69 };
8     for(int i=0;i<3;i++)
9     {
10cout<<setw(10)<<sub[i]<<setw(3)<<"="<<setw(4)<<mark[i]<<endl;
11     }
12 return 0;
13}
```



### **output**

Maths = 90  
Physics = 77  
Chemistry = 69

**2.2: Write a program to read two numbers from the keyboard and display the larger value on the screen.**

### **Solution:**

```
1 #include<iostream.h>
2 #include<iomanip.h>
3
4 int main()
5 {
6     float a,b;
7     cout<<" Enter two values : "<<endl;
8     cin>>a>>b;
9     if(a>b)
10        cout<<" larger value = "<<a<<endl;
11     else
12        cout<<" larger value = "<<b<<endl;
13     return 0;
14 }
```

### **output**

Enter two values : 10 20  
larger value = 20

**2.3: Write a program to input an integer from the keyboard and display on the screen “WELL DONE” that many times.**

### **Solution:**

```
1 Solution:
2 #include<iostream.h>
3 #include<iomanip.h>
4 int main()
5 {
6     int n;
7     char *str;
8     str="WELL DONE";
```

```

9  cout<<" Enter an integer value ";
10 cin>>n;
11 for(int i=0;i<n;i++)
12 {
13     cout<<str<<endl;
14 }
15 return 0;
16}

```

### output

```

Enter an integer value 5
WELL DONE
WELL DONE
WELL DONE
WELL DONE
WELL DONE

```

**2.4: Write a program to read the values a, b and c and display x, where  $x = a / b - c$ .**

Test the program for the following values:

- (a) a = 250, b = 85, c = 25
- (b) a = 300, b = 70, c = 70

### Solution:

```

1  #include<iostream.h>
2  #include<iomanip.h>
3  int main()
4  {
5      float a,b,c,x;
6      cout<<" Enter the value of a,b, &c : "<<endl;
7      cin>>a>>b>>c;
8      if((b-c)!=0)
9      {
10         x=a/(b-c);
11         cout<<" x=a/(b-c) = "<<x<<endl;
12     }
13     else
14     {
15         cout<<" x= infinity "<<endl;
16     }
17     return 0;
18}

```

**During First Run:****output**

Enter the value of a,b, &c : 250 85 25

$x = a/(b-c) = 4.166667$

**During Second Run:****output**

Enter the value of a,b, &c : 300 70 70

$x = \text{infinity}$

**2.5: Write a C++ program that will ask for a temperature in Fahrenheit and display it in Celsius**

**Solution:**

```
1 #include<iostream.h>
2 #include<iomanip.h>
3
4 int main()
5 {
6     float f,theta;
7     cout<<" Enter the temperature in Fahrenheit scale : ";
8     cin>>f;
9     theta=((f-32)/9)*5;
10    cout<<" Temperature in Celsius = "<<theta<<endl;
11    return 0;
12}
```

**output**

Enter the temperature in Fahrenheit scale : 105

Temperature in Celsius = 40.555557

**2.6: Redo Exercise 2.5 using a class called temp and member functions.**

**Solution:**

```

1 #include<iostream.h>
2 #include<iomanip.h>
3
4 class temp
5 {
6     float f,theta;
7 public:
8     float conversion(float f);
9 };
10
11float temp::conversion(float f)
12{
13     theta=((f-32)/9)*5;
14     return theta;
15}
16int main()
17{
18     temp t;
19     float f;
20     cout<<" Enter temperature in Farenheite scale : "<<endl;
21     cin>>f;
22     cout<<" Temperature in Celsius scale = "<<t.conversion(f)<<endl;
23     return 0;
24}

```

### output

Enter the temperature in Feranhite scale : 112  
 Temperature in Celsius = 44.444443

## Chapter 3

### Review Questions

**3.1: Enumerate the rules of naming variables in C++. How do they differ from ANSI C rules?**

**Ans:** Rules of naming variables in C++ are given below :

- Any character from 'a' to 'z' or 'A' to 'Z' can be used.
- Digit can be used but not at the beginning.
- Underscore can be used but space is not permitted.
- A keyword cannot be used as variable name.

In C++, a variable can be declared any where in the program but before the using of the variable.

In C all variables must be declared at the beginning of the program.

**3.2: An unsigned int can be twice as large as the signed int. Explain how?**

**Ans:**

In case of unsigned int the range of the input value is : 0 to  $2^m - 1$ . [where m is no. of bit]

In case of signed int the range of the input value is :  $-2^{m-1}$  to  $+(2^{m-1} - 1)$

$$\begin{aligned} \frac{\text{maximum value for unsigned int}}{\text{value for signed int}} &= \frac{2^m - 1}{\frac{(2^{m-1} - 1) + 2^{m-1}}{2}} \\ &= \frac{2^m - 1}{\frac{2 \cdot 2^{m-1} - 1}{2}} \\ &= \frac{2^m - 1}{\frac{2^m - 1}{2}} \\ &= 2 \end{aligned}$$

So, maximum value for unsigned int can be twice as large as the signed int.

\* Here the absolute value of lower value  $-2^{m-1}$  for signed int must be considered for finding average value of signed int.

### 3.3: Why does C++ have type modifiers?

**Ans:** To serve the needs of various situation.

### 3.4: What are the applications of void data type in C++?

**Ans:** Two normal uses of void are

- (1) to specify the return type of a function when it is not returning any value.
- (2) To indicate any empty argument list to a function.

Example : void function (void)

Another interesting use of void is in the declaration of generic pointers.

Example :

void \*gp; //gp is generic pointer.

A pointer value of any basic data type can be assigned to a generic pointer

int \* ip;

gp = ip; // valid.

### 3.5: Can we assign a void pointer to an int type pointer? If not, why? Now can we achieve this?

**Ans:** We cannot assign a void pointer to an int type pointer directly. Because to assign a pointer to another pointer data type must be matched. We can achieve this using casting.

Example :

```
void * gp;  
int *ip;  
ip = (int * ) gp  
/br<
```

**3.6: Describe, with examples, the uses of enumeration data types.**

**Ans:** An enumerated data type is a user-defined type. It provides a way for attaching names to numbers in ANSIC

Example :

```
enum kuet (EEE, CSE, ECE, CE, ME, IEM);
```

The enum keyword automatically enumerates

EEE to 0

CSE to 1

ECE to 2

CE to 3

ME to 4

IEM to 5

In C++ each enumerated data type retains its own separate type.

**3.7: Describe the differences in the implementation of enum data type in ANSI C and C++.**

**Ans:** Consider the following example :

```
enum kuet (EEE, CSE, ECE, CE, ME, IEM);
```

Here, kuet is tag name.

In C++ tag name become new type name. We can declare a new variables Example:

```
kuet student;
```

ANSI C defines the types of enum to be int.

In C int value can be automatically converted to on enum value. But in C++ this is not permitted.

Example:

```
student cgp = 3.01 // Error in C++  
// OK in C.
```

```
student cgp = (student) 3.01 //OK in C++
```

### 3.8: Why is an array called a derived data type?

**Ans:** Derived data types are the data types which are derived from the fundamental data types. Arrays refer to a list of finite number of same data types. The data can be accessed by an index number from 0 to n. Hence an array is derived from the basic data type, so array is called derived data type.

### 3.9: The size of a char array that is declared to store a string should be one larger than the number of characters in the string. Why?

**Ans:** An additional null character must be assigned at the end of the string that's why the size of char array that is declared to store a string should be one larger than the number of characters in the string.

### 3.10: The const was taken from C++ and incorporated in ANSI C, although quite differently. Explain.

**Ans:** In both C and C++, any value declared as const cannot be modified by the program in any way. However there are some differences in implementation. In C++ we can use const in a constant expression, such as `const int size = 10; char name [size];`. This would be illegal in C. If we use const modifier alone, it defaults to int. For example, `const size = 10;` means `const int size = 10;`. C++ requires const to be initialized. ANSI C does not require an initialization if none is given, it initializes the const to 0. In C++ a const is local, it can be made as global defining it as external. In C const is global in nature, it can be made as local declaring it as static.

### 3.11: How does a constant defined by `const` differ from the constant defined by the preprocessor statement `#define`?

**Ans:** Consider an example: `#define PI 3.14159`

The preprocessor directive `#define` appearing at the beginning of your program specifies that the identifier `PI` will be replaced by the text `3.14159` throughout the program.

The keyword `const` (for constant) precedes the data type of a variable specifies that the value of a variable will not be changed throughout the program.

In short, `const` allows us to create typed constants instead of having to use `#define` to create constants that have no type information.

**3.12: In C++, a variable can be declared anywhere in the scope. What is the significance of this feature?**

**Ans:** It is very easy to understand the reason of which the variable is declared.

**3.13: What do you mean by dynamic initialization of a variable? Give an example.**

**Ans:** When initialization is done at the time of declaration then it is known as dynamic initialization of variable

Example :

```
float area = 3.14159*rad * rad;
```

**3.14: What is a reference variable? What is its major use?**

**Ans:** A reference variable provides an alias (alternative name) for a previously defined variable. A major application of reference variables is in passing arguments to functions.

**3.15: List at least four new operators added by C++ which aid OOP.**

**Ans:**

New operators added by C++ are :

1. Scope resolution operator ::
2. Memory release operator delete &nbsp; delete
3. Memory allocation operator &nbsp; new
4. Field width operator &nbsp; setw
5. Line feed operator &nbsp; endl

**3.16: What is the application of the scope resolution operator :: in C++?**

**Ans:** A major application of the scope resolution operator is in the classes to identify the class to which a member function belongs.

**3.17: What are the advantages of using new operator as compared to the function mallocOr**

**Ans:** Advantages of new operator over malloc ():

1. It automatically computes the size of the data object. We need not use the operator size of.
2. It automatically returns the correct pointer type, so that there is no need to use a type cast.
3. It is possible to initialize the object while creating the memory space.
4. Like any other operator, new and delete can be overloaded.



**3.18: Illustrate with an example, how the size manipulator works.**

**Ans:**

setw manipulator specifies the number of columns to print. The number of columns is equal the value of argument of setw () function.

For example :

setw (10) specifies 10 columns and print the message at right justified.

cout << set (10) << “1234”; will print

1        2        3        4

If argument is negative message will be printed at left justified.

cout <<setw(-10)<< “1234”; will print

1        2        3        4

**3.19: How do the following statements differ?**

**(a) char \*const p;**

**(b) char const \*p;**

**Ans:**

(a) Char \* const P; means constant pointer.

(b) Char const \* P; means pointer to a constant.

In case of (a) we can not modify the address of p.

In case of (b) we can not modify the contents of what it points to.

## **Debugging Exercises**

**3.1: What will happen when you execute the following code?**

```
1#include <iostream.h>
2void main()
3{
4    int i=0;
5    i=400*400/400;
6    cout<<i;
7}
```

**Ans:**  $i = 400 * 400 / 400$ ; Here,  $400 * 400 = 160000$  which exceeds the maximum value of int variable. So wrong output will be shown when this program will be run.

**Correction :**

```
1 int I = 0;
```

should be changed as

```
1 long int i = 0;
```

to see the correct output.

**3.2: Identify the error in the following program.**

```
1 include<iostream.h>
2 void main()
3 {
4   int num[]={1,2,3,4,5,6};
5   num[1]==[1]num ? cout<<"Success" : cout<<"Error";
6 }
```

**Ans:** `num [1] = [1] num?`. You should write index number after *array name* but here index number is mention before array name in **[1] num**

So expression syntax error will be shown.

Correction : `num[1] = num[1]?` is the correct format

**3.3: Identify the errors in the following program.**

```
1 #include <iostream.h>
2 void main()
3 {
4   int i=5;
5   while(i)
6   {
7     switch(i)
8     {
9       default:
10      case 4:
```

```

11 case 5:
12 break;
13 case 1:
14 continue;
15 case 2:
16 case 3:
17 break;
18 }
19 i--;
20 }
21 }

```

**Ans:**

```

1 case 1 :
2 continue;

```

The above code will cause the following situation:

*Program will be continuing while value of i is 1 and value of i is updating. So infinite loop will be created.*

**Correction:** At last line i- should be changed as i--;

### 3.4: Identify the errors in the following program.

```

1 #include <iostream.h>
2 #define pi 3.14
3 int squareArea(int &);
4 int circleArea(int &);
5 void main()
6 {
7     int a=10;
8     cout << squareArea(a) << " ";
9     cout << circleArea(a) << " ";
10    cout << a << endl;
11 {
12    int squareArea(int &a)
13 {
14    return a *== a;
15 }
16 int circleArea(int &r)
17 {
18 return r = pi * r * r;
19 }

```

**Ans:** Assignment operator should be used in the following line:

```
lreturn a *==a;
```

That means the above line should be changed as follows:

```
lreturn a *=a;
```

### 3.5: Missing

#### 3.6: Find errors, if any, in the following C++ statements.

- (a) long float x;
- (b) char \*cp = vp; // vp is a void pointer
- (c) int code = three; // three is an enumerator
- (d) int sp = new; // allocate memory with new
- (e) enum (green, yellow, red);
- (f) int const sp = total;
- (g) const int array\_size;
- (h) for (i=1; int i<10; i++) cout << i << "/n"; (i) int & number = 100; (j) float \*p = new int 1101;
- (k) int public = 1000; (l) char name[33] = "USA";

**Ans:**

No.	Error	Correction
(a)	too many types	float x; or double x;
(b)	type must be matched	char *cp = (char*) vp;
(c)	No error	
(d)	syntax error	int*p = new int [10];
(e)	tag name missing	enum colour (green, yellow, red)
(f)	address have to assign instead of content	int const * p = &total;
(g)	C++ requires a const to be initialized	const int array-size = 5;
(h)	Undefined symbol i	for (int I = 1; i <10; i++) cout << i << "/n";
(i)	invalid variable name	int number = 100;
(j)	wrong data type	float *p = new float [10];
(k)	keyword can not be used as a variable name	int public1 = 1000;
(l)	array size of char must be larger than the number of characters in the string	char name [4] = "USA";

## Programming Exercises

3.1: Write a function using reference variables as arguments to swap the values of a pair of integers.

**Solution:**

```
1 #include<iostream.h>
2 #include<iomanip.h>
3
4 void swap_func(int &a,int &b)
5 {
6
7     cout<<" Before swapping "<<endl
8     <<" a = "<<a<<endl<<" b = "<<b<<endl<<endl;
9     int temp;
10    temp=a;
11    a=b;
12    b=temp;
13    cout<<" After swapping "<<endl
14    <<" a = "<<a<<endl<<" b = "<<b<<endl<<endl;
15
16}
17
18int main()
19{
20    int x,y;
21    cout<<" Enter two integer value : "<<endl;
22    cin>>x>>y;
23    swap_func (x,y);
24    return 0;
25}
```

**output**

Enter two integer value : 56 61

Before swapping

a = 56

b = 61

After swapping

a = 56

b = 61

**3.2: Write a function that creates a vector of user given size M using new operator.**

**Solution:**

```
1 #include<iostream.h>
2 #include<iomanip.h>
3 int main()
4 {
5     int m;
6     int *v;
7     cout<<" Enter vector size : "<<endl;
8     cin>>m;
9     v=new int [m];
10    cout<<" to check your performance insert "<<m<<" integer value"<<endl;
11    for(int i=0;i<m;i++)
12    {
13        cin>>v[i];
14    }
15    cout<<" Given integer value are : "<<endl;
16    for(i=0;i<m;i++)
17    {
18
19        if(i==m-1)
20            cout<<v[i];
21        else
22            cout<<v[i]<<",";
23
24    }
25    cout<<endl;
26    return 0;
27}
```

**output**

```
Enter vector size : 5
to check your performance insert 5 integer value
7 5 9 6 1
Given integer value are :
7, 5, 9, 6, 1
```

**3.3: Write a program to print the following outputs using for loops**

```
1
22
333
4444
```

55555

.....

**Solution:**

```
1 #include<iostream.h>
2 #include<iomanip.h>
3 int main()
4 {
5     int n;
6     cout<<" Enter your desired number : "<<endl;
7     cin>>n;
8     cout<<endl<<endl;
9     for(int i=1;i<=n;i++)
10    {
11        for(int j=1;j<=i;j++)
12        {
13            cout<<i;
14        }
15        cout<<endl;
16    }
17    return 0;
18}
```

**output**

Enter your desired number : 6

1

22

333

4444

55555

666666

**3.4: Write a program to evaluate the following investment equation**

$$V = P(1+r)^n$$

and print the tables which would give the value of V for various of the following values of P, r and n:

P: 1000, 2000, 3000,.....,10,000

r: 0.10, 0.11, 0.12,.....,0.20

n: 1, 2, 3,.....,10

(Hint: P is the principal amount and V is the value of money at the end of n years. This equation can be recursively written as

$$V = P(1 + r)$$

$$P = V$$

In other words, the value of money at the end of the first year becomes the principal amount for the next year and so on)

**Solution:**

```
1 #include<iostream.h>
2 #include<iomanip.h>
3 #include<math.h>
4 #define size 8
5
6 int main()
7 {
8     float v,pf;
9     int n=size;
10    float p[size]={ 1000,2000,3000,4000,5000,6000,7000,8000}; //9000,1000};
11    float r[size]={ 0.11,0.12,0.13,0.14,0.15,0.16,0.17,0.18}; //,0.19,0.20};
12
13    cout<<setw(5)<<"n=1";
14    for(int i =2;i<=size;i++)
15    cout<<setw(9)<<"n="<<i;
16    cout<<"\n";
17
18    for(i=0;i<size;i++)
19    {
20        cout<<setw(-6)<<"p=";
21        for(int j=0;j<size;j++)
22        {
23            if(j==0)
24                pf=p[i];
25
26            v=pf*(1+r[i]);
27
28            cout.precision(2);
29            cout.setf(ios::fixed, ios::floatfield);
30            cout<<v<<setw(10);
31            pf=v;
32        }
33        cout<<"\n";
34
35    }
36    return 0;
37}
```

**output**

n=1	n=2	n=3	n=4	n=5	n=6	n=7
p=1110	1232.1	1367.63	1518.07	1685.06	1870.41	2076.16
p=2240	2508.8	2809.86	3147.04	3524.68	3947.65	4421.36
p=3390	3830.7	4328.69	4891.42	5527.31	6245.86	7057.82
p=4560	5198.4	5926.18	6755.84	7701.66	8779.89	10009.08
p=5750	6612.5	7604.37	8745.03	10056.79	11565.3	13300.1
p=6960	8073.6	9365.38	10863.84	12602.05	14618.38	16957.32



p=8190 9582.3 11211.29 13117.21 15347.14 17956.15 21008.7  
p=9440 11139.2 13144.26 15510.22 18302.06 21596.43 25483.79

**3.5: An election is contested by five candidates. The candidates are numbered 1 to 5 and the voting is done by marking the candidate number on the ballot paper. Write a program to read the ballots and count the vote cast for each candidate using an array variable count. In case, a number read is outside the range 1 to 5, the ballot should be considered as a “spoilt ballot” and the program should also count the numbers of “spoilt ballots”.**

**Solution:**

```
1 #include<iostream.h>
2 #include<iomanip.h>
3 int main()
4 {
5     int count[5];
6     int test;
7     for(int i=0;i<5;i++)
8     {
9         count[i]=0;
10    }
11    int spoilt_ballot=0;
12    cout<<" You can vot candidate 1 to 5 "<<endl
13    <<" press 1 or 2 or 3 or 4 or 5 to vote "<<endl
14    <<" candidate 1 or 2 or 3 or 4 or 5 respectively "<<endl
15    <<" press any integer value outside the range 1 to 5 for NO VOTE  "<<endl<<" press any
16    negative value to terminate  and see result : "<<endl;
17
18    while(1)
19    {
20        cin>>test;
21
22        for(int i=1;i<=5;i++)
23        {
24            if(test==i)
25            {
26                count[i-1]++;
27            }
28        }
29        if(test<0)
30            break;
31        else if(test>5)
32            spoilt_ballot++;
33    }
34    for(int k=1;k<=5;k++)
35        cout<<" candidate "<<k<<setw(12);
36    cout<<endl;
37    cout<<setw(7);
```

```

38     for(k=0;k<5;k++)
39         cout<<count[k]<<setw(13);
40         cout<<endl;
41         cout<<" spoilt_ballot "<<spoilt_ballot<<endl;
42     return 0;
    }

```

### output

You can vot candidate 1 to 5  
 press 1 or 2 or 3 or 4 or 5 to vote  
 candidate 1 or 2 or 3 or 4 or 5 respectively  
 press any integer value outside the range 1 to S for NO VOTE  
 press any negative value to terminate and see result :  
 1  
 1  
 1  
 5  
 4  
 3  
 5  
 5  
 2  
 1  
 3  
 6  
 -1  
 candidate 1 candidate 2 candidate 3 candidate 4 candidate S  
 4 1 2 1 3  
 spoilt\_ballot 1

### 3.6: A cricket has the following table of batting figure for a series of test matches:

Player's name	Run	Innings	Time not
outSachin	8430	230	18Saurav
			4200
			130
.	.	.	.

Write a program to read the figures set out in the above forms, to calculate the batting arranges and to print out the complete table including the averages.

### Solution:

```

1 #include<iostream.h>
2 #include<iomanip.h>
3
4 char *serial[3]={" FIRST "," SECOND " ," THIRD "};//global declaration

```

```

5
6 int main()
7 {
8     int n;
9     char name[100][40];
10    int *run;
11    int *innings;
12    int *time_not_out;
13    cout<<" How many players' record would you insert ? :";
14    cin>>n;
15    //name=new char[n];
16    run=new int[n];
17    innings=new int[n];
18    time_not_out=new int[n];
19
20    for(int i=0;i<n;i++)
21    {
22        if(i>2)
23        {
24            cout<<"\n Input details of "<<i+1<<"th"<<" player's"<<endl;
25        }
26        else
27        {
28            cout<<" Input details of "<<serial[i]<<"player's : "<<endl;
29        }
30
31        cout<<" Enter name : ";
32
33        cin>>name[i];
34        cout<<" Enter run : ";
35        cin>>run[i];
36        cout<<" Enter innings : ";
37        cin>>innings[i];
38        cout<<" Enter times not out : ";
39        cin>>time_not_out[i];
40    }
41
42    float *average;
43    average=new float[n];
44    for(i=0;i<n;i++)
45    {
46        float avrg;
47        average[i]=float(run[i])/innings[i];
48
49    }
50    cout<<endl<<endl;
51    cout<<setw(12)<<"player's name "<<setw(11)<<"run"<<setw(12)<<"innings"<<setw(16)<<"Average"<<setw(15)<<endl;
52    for(i=0;i<n;i++)
53    {
54        cout<<setw(14)<<name[i]<<setw(11)<<run[i]<<setw(9)<<innings[i]<<setw(18)<<average[i]<<setw(15)<<endl;

```

```

56     }
57     cout<<endl;
58
59     return 0;
    }

```

### output

How many players record would you insert ? :2  
 Input details of FIRST player's :  
 Enter name : Sakib-Al-Hassan  
 Enter run : 1570  
 Enter innings : 83  
 Enter times not out : 10  
 Input details of SECOND player's :  
 Enter name : Tamim  
 Enter run : 2000  
 Enter innings : 84  
 Enter times not out : 5  
 player's name run innings Average times not out  
 Sakib-Al-Hassan 1570 83 18.915663 10  
 Tamim 2000 84 23.809525 5

### 3.7: Write a program to evaluate the following function to 0.0001% accuracy

(a)  $\sin x = x - \frac{x^3}{3!} + \frac{x^5}{5!} - \frac{x^7}{7!} + \dots$

(b)  $\text{SUM} = 1 + \left(\frac{1}{2}\right)^2 + \left(\frac{1}{3}\right)^3 + \left(\frac{1}{4}\right)^4 + \dots$

(c)  $\text{Cos} x = 1 - \frac{x^2}{2!} + \frac{x^4}{4!} - \frac{x^6}{6!} + \dots$

### Solution (a):

```

1 #include<iostream.h>
2 #include<math.h>
3 #include<iomanip.h>
4 #define accuracy 0.0001
5 #define pi 3.1416
6
7 long int fac(int a)
8 {
9     if(a<=1)
10         return 1;
11     else
12         return a*fac(a-1);
13 }
14 int main()

```

```

15{
16  float y,y1,x,fx;
17  int n=1;
18  int m;
19  //const float pi=3.1416;
20  cout<<" Enter the value of angle in terms of degree: ";
21  cin>>x;
22  float d;
23  d=x;
24  int sign;
25  sign=1;
26if(x<0)
27{
28    x=x*(-1);
29    sign=-1;
30 }
31again:
32  if(x>90 && x<=180)
33  {
34
35    x=180-x;
36
37  }
38  else if(x>180 && x<=270)
39  {
40    x=x-180;
41    sign=-1;
42  }
43  else if(x>270 && x<=360)
44  {
45    x=360-x;
46    sign=-1;
47  }
48
49  else if(x>360)
50  {
51    int m=int(x);
52    float fractional=x-m;
53    x=m%360+fractional;
54    if(x>90)
55      goto again;
56    else
57      sign=1;
58
59  }
60  x=(pi/180)*x;
61  m=n+1;
62  fx=0;
63  for(;;)
64  {
65    long int h=fac(n);

```

```

66     y=pow(x,n);
67     int factor=pow(-1,m);
68     y1=y*factor;
69     fx+=y1/h;
70     n=n+2;
71     m++;
72     if(y/h<=accuracy)
73         break;
74 }
75
76 cout<<"sin("<<d<<")= "<<fx*sign<<endl;
77 return 0;
78}

```

### output

Enter the value of angle in terms of degree: 120  
sin(120)= 0.866027

### Solution (b):

```

1 #include<iostream.h>
2 #include<math.h>
3 #define accuracy 0.0001
4 int main()
5 {
6     int n;
7     float sum,n1,m;
8     n=1;sum=0;
9     for(int i=1;;i++)
10    {
11        n1=float(1)/n;
12        m=pow(n1,i);
13        sum+=m;
14        if(m<=accuracy)
15            break;
16
17        n++;
18    }
19    cout<<sum<<"\n";
20    return 0;
21}

```

Sample Output(b)

Solution: (c)

```

25 #include<iostream.h>
26#include<math.h>
27#define accuracy 0.0001

```

```

28
29     long int fac(int n)
30{
31     if(n<=1)
32         return 1;
33     else
34         return n*fac(n-1);
35}
36
37     int main()
38{
39
40     float y,y1,x,fx;
41     int n=1;
42     int m;
43     const float pi=3.1416;
44     cout<<" Enter the value of angle in terms of degree: ";
45     cin>>x;
46     if(x<0)
47         x=x*(-1);
48     x=(pi/180)*x;
49
50     fx=1;
51
52     m=2;
53     float y2;
54     long int h;
55     for(;;)
56     {
57         h=fac(m);
58         int factor=pow(-1,n);
59         y1=pow(x,m);
60         y2=(y1/h)*factor;
61         fx+=y2;
62         if(y1/h<=accuracy)
63             break;
64         m=m+2;
65         n++;
66     }
67     cout<<fx<<"\n";
68}

```

### output

Enter the value of angle in terms of degree: 60  
0.866025

**3.8: Write a program to print a table of values of the function**

$$Y = e^{-x}$$

For x varying from 0 to 10 in steps of 0.1. The table should appear as follows

TABLE FOR  $Y = \text{EXP}[-X]$ ;

X	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.900
1.0									
.									
.									
9.0									

**Solution:**

```
1 #include<iostream.h>
2 #include<iomanip.h>
3 #include<math.h>
4     int main()
5 {
6     float x,y;
7     cout<<"          TABLE FOR Y=EXP(-X)          :\n\n";
8     cout<<"x";
9     for(float k=0;k<.7;k=k+0.1)
10    cout<<setw(10)<<k;
11    cout<<"\n";
12    for(k=0;k<10*.7;k=k+0.1)
13    cout<<"- ";
14    cout<<"\n";
15    for(float j=0;j<10;j++)
16    {
17        cout<<j<<setw(4);
18        for(float i=0;i<.7;i=i+0.1)
19        {
20            x=i+j;
21            y=exp(-x);
22            cout.precision(6);
23            cout.setf(ios::fixed,ios::floatfield);
24            cout<<setw(10)<<y;
25        }
```



```

26     cout<<"\n";
27 }
28 return 0;
29 }

```

**Note:** Here we work with 0.4 for a good looking output.

### output

TABLE FOR Y=EXP(-X)

x	0	0.1	0.2	0.3	0.4
0	1	0.904837	0.818731	0.740818	0.67032
1	0.367879	0.332871	0.301194	0.272532	0.246597
2	0.135335	0.122456	0.110803	0.100259	0.090718
3	0.049787	0.045049	0.040762	0.036883	0.033373
4	0.018316	0.016573	0.014996	0.013569	0.012277
5	0.006738	0.006097	0.005517	0.004992	0.004517
6	0.002479	0.002243	0.002029	0.001836	0.001662
7	0.000912	0.000825	0.000747	0.000676	0.000611
8	0.000335	0.000304	0.000275	0.000249	0.000225
9	0.000123	0.000112	0.000101	0.000091	0.000083

### 3.9: Write a program to calculate the variance and standard deviation of

#### N numbers

$$\text{Variance} = 1/N \sum (x_i - \bar{x})^2$$

$$\text{Standard deviation} = \sqrt{1/N \sum (x_i - \bar{x})^2}$$

$$\text{Where } \bar{x} = 1/N \sum x_i$$

#### Solution:

```

1 #include<iostream.h>

```

```

2 #include<math.h>
3     int main()
4 {
5     float *x;
6     cout<<" How many number ? :";
7     int n;
8     cin>>n;
9     x=new float[n];
10    float sum;
11    sum=0;
12    for(int i=0;i<n;i++)
13    {
14        cin>>x[i];
15        sum+=x[i];
16    }
17    float mean;
18    mean=sum/n;
19    float v,v1;
20    v1=0;
21    for(i=0;i<n;i++)
22    {
23        v=x[i]-mean;
24        v1+=pow(v,2);
25    }
26    float variance,std_deviation;
27    variance=v1/n;
28    std_deviation=sqrt(variance);
29    cout<<"\n\n variance = "<<variance<<"\n standard deviation = "<<std_deviation<<"\n";
30
31    return 0;
32}

```

### output

```

How many number ? :5
10
2
4
15
2
variance = 26.24
standard deviation = 5.122499

```

**3.10: An electricity board charges the following rates to domestic users to**

**discourage large consumption of energy:**

For the first 100 units                      – 60P per unit

For the first 200 units                      – 80P per unit

For the first 300 units                      – 90P per unit

All users are charged a minimum of Rs. 50.00. If the total amount is more than Rs. 300.00 then an additional surcharge of 15% is added.

Write a program to read the names of users and number of units consumed and print out the charges with names.

**Solution:**

```
1 #include<iostream.h>
2 #include<iomanip.h>
3 int main()
4 {
5     int unit;
6     float charge,additional;
7     char name[40];
8     while(1)
9     {
10         input:
11         cout<<" Enter consumer name & unit consumed :";
12         cin>>name>>unit;
13         if(unit<=100)
14         {
15             charge=50+(60*unit)/100;
16         }
17         else if(unit<=300 && unit>100)
18         {
19             charge=50+(80*unit)/100;
20         }
21         else if(unit>300)
22         {
23             charge=50+(90*unit)/float(100);
24             additional=(charge*15)/100;
25             charge=charge+additional;
26         }
27         cout<<setw(15)<<"Name"<<setw(20)<<"Charge"<<endl;
28         cout<<setw(15)<<name<<setw(20)<<charge<<endl;
29         cout<<" Press o for exit / press 1 to input again :";
30         int test;
31         cin>>test;
32         if(test==1)
33             goto input;
34         else if(test==0)
35             break;
36     }
37 }
```

```
38 return 0;  
39 }
```

### **output**

Enter consumer name & unit consumed :sattar 200

Name	Charge
------	--------

sattar	210
--------	-----

Press o for exit / press 1 to input again :1

Enter consumer name & unit consumed :santo 300

Nmae	Charge
------	--------

santo	290
-------	-----

Press o for exit / press 1 to input again : 0

## **Chapter 4**

### **Review Questions**

4.1: **State whether the following statements are TRUE or FALSE.**

- (a) A function argument is a value returned by the function to the calling program.
- (b) When arguments are passed by value, the function works with the original arguments in the calling program.
- (c) When a function returns a value, the entire function call can be assigned to a variable.
- (d) A function can return a value by reference.
- (e) When an argument is passed by reference, a temporary variable is created in the calling program to hold the argument value.
- (f) It is not necessary to specify the variable name in the function prototype.

**Ans:**

- |           |           |
|-----------|-----------|
| (a) FALSE | (d) TRUE  |
| (b) FALSE | (e) FALSE |
| (c) TRUE  | (f) TRUE  |

4.2: **What are the advantages of function prototypes in C++?**

**Ans:** Function prototyping is one of the major improvements added to C++ functions. The prototype describes the function interface to the compiler by giving details such as the number and type of arguments and the type of return values.

#### 4.3: Describe the different styles of writing prototypes.

**Ans:**

General form of function prototyping :

return\_type function\_name (argument\_list)

Example :

int do\_something (void);

float area (float a, float b);

float area (float, float);

#### 4.4: Find errors, if any, in the following function prototypes.

(a) float average(x,y);

(b) int mul(int a,b);

(c) int display(...);

(d) void Vect(int? &V, int & size);

(e) void print(float data[], size = 201);

**Ans:**

No.	Error	Correction
(a)	Undefined symbol x, y	float average (float x, float y)
(b)	Undefined symbol b	int mul (int a, int b);
(c)	No error	
(d)	invalid character in variable name	void vect (int &v, int &size);
(e)	Undefined symbol 's'	void print (float data [ ], int size = 20);

#### 4.5: What is the main advantage of passing arguments by reference?

**Ans:** When we pass arguments by reference, the formal arguments in the called function become aliases to the 'actual' arguments in the calling function.

#### 4.6: When will you make a function inline? Why?

**Ans:** When a function contains a small number of statements, then it is declared as inline function.

By declaring a function inline the execution time can be minimized.

**4.7: How does an inline function differ from a preprocessor macro?**

**Ans:** The macros are not really functions and therefore, the usual error checking does not occur during compilation. But using inline-function this problem can be solved.

**4.8: When do we need to use default arguments in a function?**

**Ans:** When some constant values are used in a user defined function, then it is needed to assign a default value to the parameter.

Example :

```
1 float area (float r, float PI = 3.1416)
2 {
3     return PI*r*r;
4 }
```

**4.9: What is the significance of an empty parenthesis in a function declaration?**

**Ans:** An empty parentheses implies arguments is void type.

**4.10: What do you mean by overloading of a function? When do we use this concept?**

**Ans:** Overloading of a function means the use of the same thing for different purposes. When we need to design a family of functions-with one function name but with different argument lists, then we use this concept.

**4.11: Comment on the following function definitions:**

(a)

```
1 int *f( )
2 {
3     int m = 1;
4     .....
5     .....
6     return(&m);
7 }
```

(b)

```

1double f( )
2{
3.....
4.....
5return(1);
6}

```

(c)

```

1int & f()
2{
3int n - 10;
4.....
5.....
6return(n);
7}

```

**Ans:**

No.	Comment
(a)	This function returns address of m after execution this function.
(b)	This function returns 1 after execution.
(c)	returns address of n

## Debugging Exercises

**4.1: Identify the error in the following program.**

```

#include <iostream.h>
int fun()
{
    return 1;
}
float fun()
{
    return 10.23;
}
void main()
{
    cout <<(int)fun() << ' ';
    cout << (float)fun() << ' ';
}

```

**Solution:** Here two function are same except return type. Function overloading can be used using different argument type but not return type.

**Correction :** This error can be solved as follows :

```
#include<iostream.h>

int fun()
{
    return 1;
}
float fun1()
{
    return 10.23;
}

void main()
{
    cout<<fun()<<" ";
    cout<<fun1()<<" ";
}
```

**4.2: Identify the error in the following program.**

```
#include <iostream.h>
void display(const Int const1=5)
{
    const int const2=5;
    int array1[const1];
    int array2[const2];
    for(int i=0; i<5; i++)
    {
        array1[i] = i;
        array2[i] = i*10;
        cout <<array1[i]<<" " << array2[i] <<" ";
    }
}
void main()
{
    display(5);
}
```

**Solution:**

```
#include<iostream.h>
```



```

void display()
{
    const int const1=5;
    const int const2=5;
    int array1[const1];
    int array2[const2];

    for(int i=0;i<5;i++)
    {
        array1[i]=i;
        array2[i]=i*10;
        cout<<array1[i]<<" "<<array2[i]<<" ";
    }
}

void main()
{
    display();
}

```

#### 4.3: Identify the error in the following program.

```

#include <iostream.h>
int gValue=10;
void extra()
{
    cout << gValue << ' ';
}
void main()
{
    extra();
    {
        int gValue = 20;
        cout << gValue << ' ';
        cout << : gValue << ' ';
    }
}

```

#### **Solution:**

Here cout << : gvalue << " "; replace with cout <<::gvalue<< " ";

```

#include <iostream.h>
int gValue=10;
void extra()
{

```

```

    cout << gValue << ' ';
}
void main()
{
    extra();
    {
        int gValue = 20;
        cout << gValue << ' ';
        cout << ::gvalue << " ";
    }
}

```

**4.4: Find errors, if any, in the following function definition for displaying a matrix: void display(int A[][ ], int m, int n)**

```

{
    for(i=0; i<m; i++)
        for(j=0; j<n; j++)
            cout<<" "<<A[i][j];
        cout<<"\n";
}

```

**Solution:**

First dimension of an array may be variable but others must be constant.

Here int A [ ] [ ] replace by the following code:

```

int A [ ] [10];
int A[10] [10];
int A[ ] [size];
int A [size] [size];

```

Where const int size = 100;  
any other numerical value can be assigned to size.

## Programming Exercises

**4.1: Write a function to read a matrix of size m\*n from the keyboard.**

**Solution:**

```

1 #include<iostream.h>
2 #include<iomanip.h>
3
4 void matrix(int m,int n)

```

```

5 {
6   float **p;
7   p=new float*[m];
8   for(int i=0;i<m;i++)
9   {
10    p[i]=new float[n];
11  }
12  cout<<" Enter "<<m<<"by"<<n<<" matrix elements one by one "<<endl;
13  for(i=0;i<m;i++)
14  {
15    for(int j=0;j<n;j++)
16    {
17      float value;
18      cin>>value;
19      p[i][j]=value;
20    }
21  }
22  cout<<" The given matrix is : "<<endl;
23  for(i=0;i<m;i++)
24  {
25    for(int j=0;j<n;j++)
26    {
27      cout<<p[i][j]<<" ";
28    }
29    cout<<"\n";
30  }
31}
32
33int main()
34{
35  int r,c;
36  cout<<" Enter size of matrix : ";
37  cin>>r>>c;
38  matrix(r,c);
39  return 0;
40}

```

### output

Enter size of matrix : 3 4

Enter 3 by 4 matrix elements one by one

1 2 3 4

2 3 4 5

3 4 5 6

The given matrix is :

1 2 3 4

2 3 4 5

3 4 5 6

**4.2: Write a program to read a matrix of size  $m \times n$  from the keyboard and display the same on the screen using function.**

**Solution:**

```
1 #include<iostream.h>
2 #include<iomanip.h>
3
4 void matrix(int m,int n)
5 {
6     float **p;s
7     p=new float*[m];
8     for(int i=0;i<m;i++)
9     {
10         p[i]=new float[n];
11     }
12     cout<<" Enter "<<m<<" by "<<n<<" matrix elements one by one "<<endl;
13     for(i=0;i<m;i++)
14     {
15         for(int j=0;j<n;j++)
16         {
17             float value;
18             cin>>value;
19             p[i][j]=value;
20         }
21     }
22     cout<<" The given matrix is : "<<endl;
23     for(i=0;i<m;i++)
24     {
25         for(int j=0;j<n;j++)
26         {
27             cout<<p[i][j]<<" ";
28         }
29         cout<<"\n";
30     }
31 }
32
33 int main()
34 {
35     int r,c;
36     cout<<" Enter size of matrix : ";
```

```

37  cin>>r>>c;
38  matrix(r,c);
39  return 0;
40}

```

### output

Enter size of matrix : 4 4

Enter 4 by 4 matrix elements one by one

1 2 3 4 7

2 3 4 5 8

3 4 5 6 9

The given matrix is :

1 2 3 4 7

2 3 4 5 8

3 4 5 6 9

**4.3: Rewrite the program of Exercise 4.2 to make the row parameter of the matrix as a default argument.**

### Solution:

```

1  #include<iostream.h>
2  #include<iomanip.h>
3
4  void matrix(int n,int m=3)
5  {
6      float **p;
7      p=new float*[m];
8      for(int i=0;i<m;i++)
9      {
10         p[i]=new float[n];
11     }
12     cout<<" Enter "<<m<<" by "<<n<<" matrix elements one by one "<<endl;
13     for(i=0;i<m;i++)
14     {
15         for(int j=0;j<n;j++)
16         {

```

```

17     float value;
18     cin>>value;
19     p[i][j]=value;
20 }
21 }
22 cout<<" The given matrix is :"<<endl;
23 for(i=0;i<m;i++)
24 {
25     for(int j=0;j<n;j++)
26     {
27         cout<<p[i][j]<<" ";
28     }
29     cout<<"\n";
30 }
31}
32
33int main()
34{
35     int c;
36     cout<<" Enter column of matrix : ";
37     cin>>c;
38     matrix(c);
39     return 0;
40}

```

### **output**

Enter column of matrix : 3

Enter 3 by 3 matrix elements one by one

1 2 3

2 3 4

3 4 5

The given matrix is :

1 2 3

2 3 4

3 4 5

**4.4: The effect of a default argument can be alternatively achieved by overloading. Discuss with examples.**

**Solution:**

```
1 #include<iostream.h>
2 #include<iomanip.h>
3
4 void matrix(int m,int n)
5 {
6     float **p;
7     p=new float*[m];
8     for(int i=0;i<m;i++)
9     {
10         p[i]=new float[n];
11     }
12     cout<<" Enter "<<m<<"by"<<n<<" matrix elements one by one "<<endl;
13     for(i=0;i<m;i++)
14     {
15         for(int j=0;j<n;j++)
16         {
17             float value;
18             cin>>value;
19             p[i][j]=value;
20         }
21     }
22     cout<<" The given matrix is : "<<endl;
23     for(i=0;i<m;i++)
24     {
25         for(int j=0;j<n;j++)
26         {
27             cout<<p[i][j]<<" ";
28         }
29         cout<<"\n";
30     }
31 }
32 void matrix(int m,long int n=3)
33 {
34     float **p;
35     p=new float*[m];
36
37     for(int i=0;i<m;i++)
38     {
39         p[i]=new float[n];
40     }
41     cout<<" Enter "<<m<<" by "<<n<<" matrix elements one by one "<<endl;
42     for(i=0;i<m;i++)
43     {
44         for(int j=0;j<n;j++)
45         {
46             float value;
47             cin>>value;
48             p[i][j]=value;
```

```

49     }
50 }
51 cout<<" The given matrix is : "<<endl;
52 for(i=0;i<m;i++)
53 {
54     for(int j=0;j<n;j++)
55     {
56         cout<<p[i][j]<<" ";
57     }
58     cout<<"\n";
59 }
60}
61
62int main()
63{
64     int r;
65     cout<<" Enter row of matrix : ";
66     cin>>r;
67     matrix(r);
68     return 0;
69}

```

### output

Enter column of matrix : 2

Enter 2 by 3 matrix elements one by one

1 0 1

0 2 1

The given matrix is :

1 0 1

0 2 1

**4.5: Write a macro that obtains the largest of the three numbers.**

### Solution:

```

1 #include<iostream.h>
2 #include<iomanip.h>
3
4 float large(float a,float b,float c)
5 {

```



```

6   float largest;
7   if(a>b)
8   {
9       if(a>c)
10          largest=a;
11      else
12          largest=c;
13  }
14  else
15  {
16      if(b>c)
17          largest=b;
18      else
19          largest=c;
20  }
21  return largest;
22}
23
24int main()
25{
26    float x,y,z;
27    cout<<" Enter three values : ";
28    cin>>x>>y>>z;
29    float largest=large(x,y,z);
30    cout<<" large = "<<largest<<endl;
31    return 0;
32}

```

### output

Enter three values : 4 5 8

large = 8

**4.6: Redo Exercise 4.16 using inline function. Test the function using a main function.**

### Solution:

Blank

**4.7: Write a function power() to raise a number m to power n. The function takes a double value for m and int value for n and returns the result correctly. Use a default value of 2 for n to make the function to calculate the squares when this argument is omitted. Write a main that gets the values of m and n from the user to test the function.**

### Solution:

```

1 #include<iostream.h>
2 #include<iomanip.h>
3 #include<math.h>
4
5 long double power(double m,int n)
6 {
7     long double mn=pow(m,n);
8     return mn;
9 }
10 long double power(double m,long int n=2)
11 {
12     long double mn=pow(m,n);
13     return mn;
14 }
15 int main()
16 {
17     long double mn;
18     double m;
19     int n;
20
21     cout<<" Enter the value of m & n"<<endl;
22     cin>>m>>n;
23     mn=power(m,n);
24     cout<<" m to power n : "<<mn<<endl;
25     mn=power(m);
26     cout<<" m to power n : "<<mn<<endl;
27     return 0;
28 }

```

### output

Enter the value of m & n

12 6

m to power n : 2985984

m to power n: 144

**4.6: Redo Exercise 4.16 using inline function. Test the function using a main function.**

**Solution:**

Blank

**4.7: Write a function power() to raise a number m to power n. The function takes a double value for m and int value for n and returns the result correctly. Use a default value of 2 for**

**n to make the function to calculate the squares when this argument is omitted. Write a main that gets the values of m and n from the user to test the function.**

**Solution:**

```
1 #include<iostream.h>
2 #include<iomanip.h>
3 #include<math.h>
4
5 long double power(double m,int n)
6 {
7     long double mn=pow(m,n);
8     return mn;
9 }
10 long double power(double m,long int n=2)
11 {
12     long double mn=pow(m,n);
13     return mn;
14 }
15 int main()
16 {
17     long double mn;
18     double m;
19     int n;
20
21     cout<<" Enter the value of m & n"<<endl;
22     cin>>m>>n;
23     mn=power(m,n);
24     cout<<" m to power n : "<<mn<<endl;
25     mn=power(m);
26     cout<<" m to power n : "<<mn<<endl;
27     return 0;
28 }
```

**output**

Enter the value of m & n

12 6

m to power n : 2985984

m to power n: 144

**4.8: Write a function that performs the same operation as that of Exercise 4.18 but takes an int value for m. Both the functions should have the same name. Write a main that calls both the functions. Use the concept of function overloading.**

**Solution:**

```
1 #include<iostream.h>
2 #include<iomanip.h>
3 #include<math.h>
4
5 long double power(int m,int n)
6 {
7     long double mn= (long double)pow(m,n);
8     return mn;
9 }
10 long double power(int m,long int n=2)
11 {
12     long double mn=(long double)pow(m,n);
13     return mn;
14 }
15 int main()
16 {
17     long double mn;
18     int m;
19     int n;
20
21     cout<<" Enter the value of m & n"<<endl;
22     cin>>m>>n;
23     mn=power(m,n);
24     cout<<" m to power n : "<<mn<<endl;
25     mn=power(m);
26     cout<<" m to power n : "<<mn<<endl;
27     return 0;
28 }
```

**output**

Enter the value of m & n

15 16

m to power n : 6.568408e+18

m to power n: 225

## Chapter 5

### Review Questions

### 5.1: How do structures in C and C++ differ?

Ans:

C structure member functions are not permitted but in C++ member functions are permitted.

### 5.2: What is a class? How does it accomplish data hiding?

Ans:

A class is a way to bind the data and its associated functions together. In class we can declare a data as private for which the functions accomplish data—outside the class can not access the data and thus if hiding.

### 5.3: How does a C++ structure differ from a C++ class?

Ans:

Initially (in C) a structure was used to bundle different of data types together to perform a particular functionality C++ extended the structure to contain functions also. The difference is that all declarations inside a structure are default public.

### 5.4: What are objects? How are they created?

Ans:

Object is a member of class. Let us consider a simple example. `int a;` here a is a variable of int type. Again consider class fruit.

```
{  
}
```

here fruit is the class-name. We can create an object as follows:

`fruit mango;`

here mango is a object.

### 5.5: How is a member function of a class defined?

Ans:

member function of a class can be defined in two places:

- \* Outside the class definition.

- \* Inside the class definition.

Inside the class definition : same as other normal function.

Outside the class definition : general form:

return-type class-name : function-name (argument list)

```
{  
function body  
}
```

**5.6: Can we use the same function name for a member function of a class and an outside function in the same program file? If yes, how are they distinguished? If no, give reasons.**

Ans:

Yes, We can distinguish them during calling to main ( ) function. The following example illustrates this:

```
1 #include<iostream.h>  
2 void f()  
3 {  
4 cout<<"Outside Of class \n";  
5 }  
6  
7 class santo  
8 {  
9 public:  
10void f()  
11{  
12     cout<<"Inside of class \n";  
13}  
14};  
15  
16void main()  
17{  
18f(); // outside f() is calling.  
19santo robin;  
20robin.f(); // Inside f() is calling.  
21}
```

**5.7: Describe the mechanism of accessing data members and member functions in the following cases:**

- (a) Inside the main program.
- (b) Inside a member function of the same class.
- (c) Inside a member function of another class.

Ans:

- (a) Using object and dot membership operator.
- (b) Just like accessing a local variable of a function.
- (c) Using object and dot membership operator.

The following example explains how to access data members and member functions inside a member function of another class.

```
1 #include<iostream.h>
2
3 class a
4 {
5     public:
6         int x;
7         void display()
8         {
9             cout<<"This is class a \n";
10            x=111;
11        }
12};
13
14class b
15{
16    public:
17    void display()
18    {
19        a s;
20        cout<<" Now member function 'display()' of class a is calling from class b \n";
21        s.display();
22        cout<<" x = "<<s.x<<"\n";
23    }
24};
25
26void main()
27{
28    b billal; // billal is a object of class b.
29    billal.display();
30}
```

#### 5.8: When do we declare a member of a class static?

Ans:

When we need a new context of a variable then we declare this variable as static.

#### 5.9: What is a friend function? What are the merits and demerits of using friend functions?

Ans:

A function that acts as a bridge among different classes, then it is called friend function.

Merits :

We can access the other class members in our class if we use friend keyword. We can access the members without inheriting the class.

demerits :

Maximum size of the memory will occupied by objects according to the size of friend members.

**5.10: State whether the following statements are TRUE or FALSE.**

- (a) Data items in a class must always be private.
- (b) A function designed as private is accessible only to member functions of that class.
- (c) A function designed as public can be accessed like any other ordinary functions.
- (d) Member functions defined inside a class specifier become inline functions by default.
- (e) Classes can bring together all aspects of an entity in one place.
- (f) Class members are public by default.
- (g) Friend junctions have access to only public members of a class.
- (h) An entire class can be made a friend of another class.
- (i) Functions cannot return class objects.
- (j) Data members can be initialized inside class specifier.

Ans:

- (a) FALSE
- (b) TRUE
- (c) FALSE

\*A function designed as public can be accessed like any other ordinary functions from the member function of same class.

- (d) TRUE
- (e) TRUE
- (f) FALSE
- (g) FALSE
- (h) TRUE
- (i) FALSE
- (j) FALSE

## **Debugging Exercises**

**5.1: Identify the error in the following program**

```
1 #include <iosream.h>
2 struct Room
3 {
4     int width;
5     int length;
6     void setValue(int w, int l)
7     {
8         width = w;
9         length = l;
```



```

10 }
11};
12void main()
13{
14Room objRoom;
15objRoom.setValue(12, 1,4);
16}

```

Solution:

Void setValue (in w, int l) function must be public.

### 5.2: Identify the error in the following program

```

1 #include <iostream.h>
2 class Room
3 {
4     int width, int length;
5     void setValue(int w, int h)
6     {
7         width = w;
8         length = h;
9     }
10};
11void main()
12{
13Room objRoom;
14objRoom.width=12;
15}

```

Solution:

Void setValue (int w, int l) function must be public.

### 5.3: Identify the error in the following program

```

1 #include <iostream.h>
2 class Item
3 {
4     private:
5         static int count;
6     public:
7         Item()
8         {
9             count++;
10}

```

```

11 int getCount()
12 {
13     return count;
14 }
15 int* getCountAddress()
16 {
17     return count;
18 }
19 };
20 int Item::count = 0;
21 void main()
22 {
23     Item objItem1;
24     Item objItem2;
25
26     cout << objItem1.getCount() << ' ';
27     cout << objItem2.getCount() << ' ';
28
29     cout << objItem1.getCountAddress() << ' ';
30     cout << objItem2.getCountAddress() << ' ';
31 }

```

**Solution:**

```

1
2 int* getCountAddress ( )
3 {
4     return &count;
5 }

```

**Note:** All other code remain unchanged.

#### 5.4: Identify the error in the following program

```

1 #include <iosream.h>
2 class staticfunction
3 {
4     static int count;
5 public:
6     static void setCountto()
7     {
8         count++;
9     }
10    void displayCount()
11    {
12        cout << count;
13    }

```

```

14};
15int staticFunction::count = 10;
16void main()
17{
18    staticFunction obj1;
19    obj1.setcount(5);
20    staticFunction::setCount();
21    obj1.displayCount();
22}

```

Solution:

setCount ( ) is a void argument type, so here obj1.setCount (5); replace with obj1.setcount( );

### 5.5: Identify the error in the following program

```

1 #include <iostream.h>
2 class Length
3 {
4     int feet;
5     float inches;
6 public:
7     Length()
8     {
9         feet = 5;
10        inches = 6.0;
11    }
12    Length(int f, float in)
13    {
14        feet = f;
15        inches=in;
16    }
17    Length addLength(Length l)
18    {
19
20        l.inches this->inches;
21        l.feet += this->feet;
22        if(l.inches>12)
23        {
24
25            l.inches-=12;
26            l.feet++;
27        }
28        return l;
29    }
30    int getFeet()
31    {
32        return feet;
33    }

```

```

34 float getInches()
35 {
36     return inches;
37 }
38};
39void main()
40{
41
42     Length objLength1;
43     Length objLenngth1(5, 6.5);
44     objLength1 = objLength1.addLength(objLength2);
45     cout << objLenth1.getFeet() << ' ';
46     cout << objLength1.getInches() << ' ';
47}

```

Solution:

Just write the main function like this:

```

1 #include<iostream.h>
2
3 void main()
4 {
5     Length objLength1;
6     Length objLength2(5,6.5);
7     objLength1=objLength1.addLength(objLength2);
8
9     cout<<objLength1.getFeet()<<" ";
10    cout<<objLength1.getInches()<<" ";
11}

```

### 5.6: Identify the error in the following program

```

1 #include <iosream.h>
2 class Room
3 void Area()
4 {
5     int width, height;
6     class Room
7     {
8         int width, height;
9         public:
10         void setvalue(int w, int h)
11         {
12             width = w;
13             height = h;
14         }

```

```

15     void displayvalues()
16     {
17         cout << (float)width << ' ' << (float)height;
18     }
19 };
20 Room objRoom1;
21 objRoom1.setValue(12, 8);
22 objRoom1.displayvalues();
23}
24
25void main()
26{
27Area();
28Room objRoom2;
29}

```

Solution:

Undefined structure Room in main ( ) function.

**Correction :** Change the main ( ) Function as follow:

```

1void main()
2{
3 Area();
4}

```

## Programming Exercises

**5.1: Define a class to represent a bank account. Include the following members:**

Data members:

1. Name of the depositor.
2. Account number.
3. Type of account.
4. Balance amount in the account.

Member functions:

1. To assign initial values.
2. To deposit an amount.
3. To withdraw an amount after checking the balance.
4. To display the name and balance.

Write a main program to test the program.

Solution:

```
1 #include<iostream.h>
2 #include<iomanip.h>
3 class bank
4 {
5     char name[40];
6     int ac_no;
7     char ac_type[20];
8     double balance;
9 public:
10    int assign(void);
11    void deposit(float b);
12    void withdraw(float c);
13    void display(void);
14};
15
16int bank::assign(void)
17{
18    float initial;
19    cout<<" You have to pay 500 TK to open your account \n"
20    <<" You have to store at least 500 TK to keep your account active\n"
21    <<"Would you want to open a account???\n"
22    <<" If Yes press 1 \n"
23    <<" If No press 0 : ";
24    int test;
25    cin>>test;
26    if(test==1)
27    {
28        initial=500;
29        balance=initial;
30        cout<<" Enter name ,account number & account type to creat account : \n";
31        cin>>name>>ac_no>>ac_type;
32    }
33    else
34        ;// do nothing
35
36    return test;
37
38}
39void bank::deposit(float b)
40{
41    balance+=b;
42}
43void bank::withdraw(float c)
44{
45    balance-=c;
46    if(balance<500)
47    {
48        cout<<" Sorry your balance is not sufficient to withdraw "<<c<<"TK\n"
```

```

49         <<" You have to store at least 500 TK to keep your account active\n";
50         balance+=c;
51     }
52}
53void bank::display(void)
54{
55    cout<<setw(12)<<"Name"<<setw(20)<<"Account type"<<setw(12)<<"Balance"<<endl;
56    cout<<setw(12)<<name<<setw(17)<<ac_type<<setw(14)<<balance<<endl;
57}
58
59int main()
60{
61    bank account;
62
63    int t;
64    t=account.assign();
65    if(t==1)
66    {
67        cout<<" Would you want to deposite: ?"<<endl
68        <<"If NO press 0(zero)"<<endl
69        <<"If YES enter deposite ammount : "<<endl;
70        float dp;
71        cin>>dp;
72        account.deposite(dp);
73        cout<<" Would you want to withdraw : ?"<<endl
74        <<"If NO press 0(zero)"<<endl
75        <<"If YES enter withdrawal ammount : "<<endl;
76        float wd;
77        cin>>wd;
78        account.withdraw(wd);
79        cout<<" see details : "<<endl<<endl;
80        account.display();
81    }
82    else if(t==0)
83        cout<<" Thank you ,see again\n";
84    return 0;
85}

```

### output

```

You have to pay 500 TK to open your account
You have to store at least 500 TK to keep your account active
Would you want to open a account???
If Yes press 1
If No press 0 : 0
Thank you ,see again

```

**5.2: Write a class to represent a vector (a series of float values). Include member functions to perform the following tasks:**

- (a) To create the vector.
- (b) To modify the value of a given element.
- (c) To multiply by a scalar value.
- (d) To display the vector in the form (10, 20, 30 ...)

Write a program to test your class.

Solution:

```
1 #include<iostream.h>
2 #include<iomanip.h>
3 class vector
4 {
5     float *p;
6     int size;
7 public:
8     void creat_vector(int a);
9     void set_element(int i,float value);
10    void modify(void);
11    void multiply(float b);
12    void display(void);
13};
14
15void vector::creat_vector(int a)
16{
17    size=a;
18    p=new float[size];
19}
20void vector::set_element(int i,float value)
21{
22    p[i]=value;
23}
24void vector :: multiply(float b)
25{
26    for(int i=0;i<size;i++)
27        p[i]=b*p[i];
28}
29void vector:: display(void)
30{
31    cout<<"p["<<size<<"] = ( ";
32    for(int i=0;i<size;i++)
33    {
34        if(i==size-1)
```



```

35     cout<<p[i];
36     else
37     cout<<p[i]<<" , ";
38
39 }
40 cout<<")"<<endl;
41}
42
43void vector::modify(void)
44{
45     int i;
46     cout<<" to edit a given element enter position of the element : ";
47     cin>>i;
48     i--;
49     cout<<" Now enter new value of "<<i+1<<"th element : ";
50     float v;
51     cin>>v;
52     p[i]=v;
53     cout<<" Now new contents : "<<endl;
54     display();
55
56     cout<<" to delete an element enter position of the element : ";
57     cin>>i;
58     i--;
59
60     for(int j=i;j<size;j++)
61     {
62         p[j]=p[j+1];
63     }
64     size--;
65     cout<<" New contents : "<<endl;
66     display();
67}
68
69int main()
70{
71     vector santo;
72     int s;
73     cout<<" enter size of vector : ";
74     cin>>s;
75     santo.creat_vector(s);
76     cout<<" enter "<<s<<" elements one by one : "<<endl;
77     for(int i=0;i<s;i++)
78     {
79         float v;
80         cin>>v;
81         santo.set_element(i,v);
82     }
83     cout<<" Now contents : "<<endl;
84     santo.display();
85     cout<<" to multiply this vector by a scalar quantity enter this scalar quantity : ";

```

```

86 float m;
87 cin>>m;
88 santo.multiply(m);
89 cout<<" Now contents : "<<endl;
90 santo.display();
91 santo.modify();
92 return 0;
93}

```

### output

enter size of vector : 5

enter 5 elements one by one :

11 22 33 44 55

Now contents p[5] = ( 11 , 22 , 33 , 44 , 55)

to multiply this vector by a scalar quantity enter this scalar quantity : 2

Now contents :

p[5] = ( 22 , 44 , 66 , 88 , 110)

to edit a given element enter position of the element : 3

Now enter new value of 3th element : 100

Now new contents :

p[5] = ( 22 , 44 , 100 , 88 , 110)

to delete an element enter position of the element :2

New contents :

p[4] = ( 22 , 100 , 88 , 110)

### 5.3: Modify the class and the program of Exercise 5.1 for handling 10 customers.

Solution:

```

1  #include<iostream.h>
2  #include<iomanip.h>
3  #define size 10
4  char *serial[size]={ " FIRST ", " SECOND ", " THIRD ", " 4th ", " 5th ", " 6th ", " 7th ", " 8th ",

```

```

5  9th ","10th"};
6
7  class bank
8  {
9      char name[40];
10     int ac_no;
11     char ac_type[20];
12     double balance;
13 public:
14     int assign(void);
15     void deposit(float b);
16     void withdraw(float c);
17     void displayon(void);
18     void displayoff(void);
19 };
20
21 int bank::assign(void)
22 {
23     float initial;
24     cout<<" You have to pay 500 TK to open your account \n"
25     <<" You have to store at least 500 TK to keep your account active\n"
26     <<"Would you want to open a account???\n"
27     <<" If Yes press 1 \n"
28     <<" If No press 0 : ";
29     int test;
30     cin>>test;
31     if(test==1)
32     {
33         initial=500;
34         balance=initial;
35     cout<<" Enter name ,account number & account type to create account : \n";
36         cin>>name>>ac_no>>ac_type;
37     }
38     else
39     ;// do nothing
40
41     return test;
42
43 }
44 void bank::deposit(float b)
45 {
46     balance+=b;
47 }
48 void bank::withdraw(float c)
49 {
50     balance-=c;
51     if(balance<500)
52     {
53         cout<<" Sorry your balance is not sufficient to withdraw "<<c<<"TK\n"
54         <<" You have to store at least 500 TK to keep your account active\n";
55         balance+=c;

```

```

56     }
57 }
58 void bank::displayon(void)
59 {
60     cout<<setw(12)<<name<<setw(17)<<ac_type<<setw(14)<<balance<<endl;
61 }
62 void bank::displayoff(void)
63 {     cout<<" Account has not created"<<endl; }
64 int main()
65 {
66     bank account[size];
67     int t[10];
68     for(int i=0;i<size;i++)
69     {
70         cout<<" Enter information for "<<serial[i]<<"customer : "<<endl;
71         t[i]=account[i].assign();
72         if(t[i]==1)
73         {
74             cout<<" Would you want to deposit: ?"<<endl
75             <<"If NO press 0(zero)"<<endl
76             <<"If YES enter deposit amount : "<<endl;
77             float dp;
78             cin>>dp;
79             account[i].deposit(dp);
80             cout<<" Would you want to with draw : ?"<<endl
81             <<"If NO press 0(zero)"<<endl
82             <<"If YES enter withdrawal amount : "<<endl;
83             float wd;
84             cin>>wd;
85             account[i].withdraw(wd);
86             cout<<endl<<endl;
87         }
88         else if(t[i]==0)
89             cout<<"Thank you , see again \n";
90     }
91 }
92
93     cout<<" see details : "<<endl<<endl;
94     cout<<setw(12)<<"Name"<<setw(20)<<"Account type"
95         <<setw(12)<<"Balance"<<endl;
96
97     for(i=0;i<size;i++)
98     {
99         if(t[i]==1)
100             account[i].displayon();
101         else if(t[i]==0)
102             account[i].displayoff();
103     }
104     return 0;
    }

```

**Note:** Here we will show output only for **Three** customers. But when you run this program you can see output for 10 customer.

### output

Enter information for FIRST customer :

You have to pay 500 TR to open your account

You have to store at least 500 TR to keep your account active Would you want to open a account???

If Yes press 1

If No press 0 : 0

Thank you , see again

Enter information for SECOND customer :

You have to pay 500 TR to open your account

You have to store at least 500 TR to keep your account active Would you want to open a account???

If Yes press 1

If No press 0 : 1

Enter name ,account number & account type to create account :

Robin 11123 saving

Would you want to deposit: ?

If HO press 0(zero)

If YES enter deposit amount :

0

Would you want to with draw : ?

If HO press 0(zero)

If YES enter withdrawal amount :

0

Enter information for 3rd customer :

You have to pay 500 TK to open your account

You have to store at least 500 TK to keep your account active Would you want to open a account???

If Yes press 1

If No press 0 : 1

Enter name ,account number & account type to create account :

Billal 11123 fixed

Would you want to deposit: ?

If HO press 0(zero)

If YES enter deposit amount :

1000000

Would you want to with draw : ?

If HO press 0(zero)

If YES enter withdrawal amount :

100000

see details :

Name	Account type	Balance
------	--------------	---------

Account has not created

Robin	saving	500
Billal	fixed	900500

**5.4: Modify the class and the program of Exercise 5.12 such that the program would be able to add two vectors and display the resultant vector. (Note that we can pass objects as function arguments)**

Solution:

```

1 #include<iostream.h>
2 #include<iomanip.h>
3 #define size 8
4 class vector
5 {
6     float *p;
7
8 public:
9     void creat_vector(void);
10    void set_element(int i,float value);
11    friend void add(vector v1,vector v2);
12
13};
14void vector::creat_vector(void)
15{
16    p=new float[size];
17}
18void vector::set_element(int i,float value)
19{
20    p[i]=value;
21}
22void add(vector v1,vector v2)
23{
24
25    float *sum;
26    cout<<"sum["<<size<<"] = (";
27    sum= new float[size];
28
29    for(int i=0;i<size;i++)
30    {
31        sum[i]=v1.p[i]+v2.p[i];
32        if(i==size-1)
33            cout<<sum[i];
34        else
35            cout<<sum[i]<<" , ";
36    }
37    cout<<")"<<endl;

```

```

38
39}
40
41int main()
42{
43    vector x1,x2,x3;
44    x1.creat_vector();
45    x2.creat_vector();
46    x3.creat_vector();
47    cout<<" Enter "<<size<<" elements of FIRST vector : ";
48    for(int i=0;i<size;i++)
49    {
50        float v;
51        cin>>v;
52        x1.set_element(i,v);
53    }
54
55    cout<<" Enter "<<size<<" elements of SECOND vector : ";
56    for(i=0;i<size;i++)
57    {
58        float v;
59        cin>>v;
60        x2.set_element(i,v);
61    }
62    add(x1,x2);
63
64    return 0;
65}

```

### output

Enter 8 elements of FIRST vector : 4 7 8 2 4 3 2 9

Enter 8 elements of SECOND vector : 1 2 3 4 5 6 7 8

sum[8] = (5 , 9 , 11 , 6 , 9 , 9 , 9 , 17)

**5.5: Create two classes DM and DB which store the value of distances. DM stores distances in meters and centimeters and DB in feet and inches. Write a program that can read values for the class objects and add one object of DM with another object of DB.**

**Use a friend function to carry out the addition operation. The object that stores the results may be a DM object or DB object, depending on the units in which the results are required. The display should be in the format of feet and inches or meters and centimeters depending on the object on display.**

Solution:

```

1 #include<iostream.h>
2 #define factor 0.3048
3 class DB;
4 class DM
5 {
6     float d;
7     public:
8     void store(float x){d=x;}
9     friend void sum(DM,DB);
10    void show();
11};
12class DB
13{
14    float d1;
15    public:
16    void store(float y){d1=y;}
17    friend void sum(DM,DB);
18    void show();
19};
20
21void DM::show()
22{
23
24    cout<<"\n Distance = "<<d<<" meter or "<<d*100<<" centimeter\n";
25}
26
27void DB::show()
28{
29
30    cout<<"\n Distance = "<<d1<<" feet or "<<d1*12<<" inches \n";
31}
32void sum(DM m,DB b)
33{
34
35    float sum;
36
37    sum=m.d+b.d1*factor;
38    float f;
39    f=sum/factor;
40    DM m1;
41    DB b1;
42
43    m1.store(sum);
44    b1.store(f);
45
46    cout<<" press 1 to display result in meter\n"
47    <<" press 2 to display result in feet \n"
48    <<" What is your option ? : ";
49    int test;
50    cin>>test;
51

```



```

52     if(test==1)
53         m1.show();
54     else if(test==2)
55         b1.show();
56
57
58 }
59
60
61 int main()
62 {
63     DM dm;
64     DB db;
65     dm.store(10.5);
66     db.store(12.3);
67     sum(dm,db);
68     return 0;
69 }

```

### **output**

Press 1 to display result in meter  
 Press 2 to display result in feet  
 What is your option ? 1  
 Distance = 14.24904 meter or 1424.903931 centimeter

## **Chapter 6**

### **Review Questions**

**6.1: What is a constructor? Is it mandatory to use constructors in a class?**

Ans: A constructor is a 'special' member function whose task is to initialize the object of its class. It is not mandatory to use constructor in a class.

**6.2: How do we invoke a constructor function?**

Ans: Constructor function are invoked automatically when the objects are created.

**6.3: List some of the special properties of the constructor functions.**

Ans: Special properties of the constructor functions:

1. They should be declared in the public section.
2. They are invoked automatically when the objects are created.
3. They do not have return type, not even void.
4. They cannot be inherited.
5. Like other C++ functions, they can have default arguments.
6. Constructors cannot be virtual.

#### 6.4: What is a parameterized constructor?

Ans: The constructors that can take arguments are called parameterized constructors.

#### 6.5: Can we have more than one constructors in a class? If yes, explain the need for such a situation.

Ans: Yes, we have when we need to overload the constructor, then we have to do this.

#### 6.6: What do you mean by dynamic initialization of objects? Why do we need to this?

Ans: Initializing value of object during run time is called dynamic initialization of objects. One advantage of dynamic initialization is that we can provide various initialization formats using overloaded constructors.

#### 6.7: How is dynamic initialization of objects achieved?

Ans: Appropriate function of an object is invoked during run-time and thus dynamic initialization of object is achieved.

Consider following constructor:

santo (int p, int q, float r);

santo (int p, int q, int r);

If two int type value and one float type value are passed then santo (int p, int q, float r) is invoked.

If three int type value are passed then santo (int p, int q, int r) is invoked.

#### 6.8: Distinguish between the following two statements:

time T2(T1);

time T2 = T1;

T1 and T2 are objects of time class.

Ans:

time T2 (T1); ==> explicitly called of copy constructor

time T2 = T1; ==> implicitly called of copy constructor.

**6.9: Describe the importance of destructors.**

Ans: Destructors are important to release memory space for future use.

**6.10: State whether the following statements are TRUE or FALSE.**

- (a) Constructors, like other member functions, can be declared anywhere in the class.
- (b) Constructors do not return any values.
- (c) A constructor that accepts no parameter is known as the default constructor.
- (d) A class should have at least one constructor.
- (e) Destructors never take any argument.

Ans:

- (a) FALSE
- (b) TRUE
- (c) TRUE
- (d) TRUE
- (e) TRUE

## **Debugging Exercises**

**6.1: Identify the error in the following program.**

```
1 #include <iostream.h>
2 class Room
3 {
4
5     int length;
6     int width;
7 public:
8     Room(int l, int w=0):
9         width(w),
10        length(l)
11    {
12    }
13};
14void main()
15{
16    Room objRoom1;
17    Room objRoom2(12, 8);
18}
19
20</br>
```

21<span class="a">Solution:</span>Here there is no default constructor, so object could not be  
22written without any argument.

```

23<strong>Correction :</strong>
241
25 Void main ( )
26 {
27     Room Objroom2(12,8);
    }.

```

**6.2: Identify the error in the following program.**

```

1 #include <iostream.h>
2 class Room
3 {
4
5     int length;
6     int width;
7 public:
8     Room()
9     {
10         length=0;
11         width=0;
12     }
13 Room(int value=8)
14 {
15     length = width =8;
16 }
17 void display()
18 {
19     cout<<length<< ' ' <<width;
20 }
21};
22 void main()
23{
24 Room objRoom1;
25 objRoom1.display();

```

Solution:Room() and Room(int value=8) Functions are same, so it show Ambiguity error.

**Correction :** Erase Room() function and then error will not show.

**6.3: Identify the error in the following program.**

```

1 #include <iostream.h>
2 class Room
3 {
4     int width;
5     int height;

```

```

6 public:
7 void Room()
8 {
9     width=12;
10    height=8;
11 }
12Room(Room& r)
13 {
14     width =r.width;
15     height=r.height;
16     copyConsCount++;
17 }
18void displayConsCount()
19 {
20     cout<<copyConsCount;
21 }
22};
23int Room::copyConsCount = 0;
24void main()
25{
26Room objRoom1;
27Room objRoom2(objRoom1);
28Room objRoom3 = objRoom1;
29Room objRoom4;
30objRoom4 = objRoom3;
31objRoom4.displayConsCount();
32}

```

Solution: Just erase “objRoom4 = objRoom3; invalid to call copy constructor.” for successfully run.

#### 6.4: Identify the error in the following program.

```

1 #include <iostream.h>
2 class Room
3 {
4     int width;
5     int height;
6     static int copyConsCount;
7 public:
8 void Room()
9 {
10    width=12;
11    height=8;
12 }
13Room(Room& r)
14 {
15    width =r.width;

```

```

16     height=r.height;
17     copyConsCount++;
18 }
19 void dicopyConsCount()
20 {
21     cout<<copyConsCount;
22 }
23};
24 int Room::copyConsCount = 0;
25 void main()
26 {
27     Room objRoom1;
28     Room objRoom2(objRoom1);
29     Room objRoom3 = objRoom1;
30     Room objRoom4;
31     objRoom4 = objRoom3;
32     objRoom4.dicopyConsCount();
33 }

```

Solution: Same as 6.3 problem solution.

## Programming Exercises

**6.1: Design constructors for the classes designed in Programming Exercise 5.1 through 5.5 of Chapter 5.**

Solution: Study on Constructor and then see solution of chapter 5.

**6.2: Define a class String that could work as a user-defined string type. Include constructors that will enable us to create an uninitialized string:**

String s1; // string with length 0

And also initialize an object with a string constant at the time of creation like

String s2("Well done!");

Include a function that adds two strings to make a third string. Note that the statement

S2 = s1;

will be perfectly reasonable expression to copy one string to another.

Write a complete program to test your class to see that it does the following tasks:

- (a) Creates uninitialized string objects.
- (b) Creates objects with string constants.
- (c) Concatenates two strings properly.
- (d) Displays a desired string object.

Solution:

```
1 #include
2 #include
3 class string
4 {
5     char *str;
6     int length;
7
8     public:
9     string()
10 {
11     length = 0;
12     str = new char [length + 1] ;
13 }
14 string(char *s);
15 void concat(string &m,string &n);
16 string(string &x);
17 void display();
18
19 };
20 string::string(string &x)
21 {
22     length = x.length + strlen(x.str);
23     str = new char[length + 1];
24     strcpy(str, x.str);
25
26 }
27 void string:: concat(string &m,string &n)
28 {
29     length=m.length+n.length;
30     delete str;
31     str=new char[length+1];
32     strcpy(str,m.str);
33     strcat(str,n.str);
34 }
35 void string:: display()
36 {
37     cout<<&&str<<&&"\n";
38 }
39 string::string(char *s)
40 {
41     length = strlen(s);
42     str = new char[length + 1];
43     strcpy(str,s);
44 }
45
46 int main()
47 {
48     string s1;
```

```

49string s2(" Well done ");
50string s3(" Badly done ");
51s2.display();
52s1.concat(s2,s3);
53s2=s3;
54s2.display();
55s1.display();
56return 0;
57}

```

### output

```

Well done
Badly done
Well done Badly done

```

**6.3: 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 inputs 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. Design a system using a class called books with suitable member functions and constructors. Use new operator in constructors to allocate memory space required.**

Solution:

```

1  #include
2  #include
3  #include
4  #include
5  #include
6
7  class book
8  {
9  char **author;
10 char **title;
11 float *price;
12 char **publisher;
13 int *stock_copy;
14 int size;
15
16 public:
17 book();
18 void book_detail(int i);
19 void buy(int i);

```



```

20 int search();
21 };
22
23 book :: book()
24 {
25     size=4;
26     author=new char*[80];
27     title=new char*[80];
28     publisher=new char*[80];
29
30     for(int i=0;i<size;i++)
31     {
32         author[i]=new char[80];
33         title[i]=new char[80];
34         publisher[i]=new char[80];
35     }
36     stock_copy=new int[size];
37     price=new float[size];
38
39     title[0]="object oriented programming with c++";
40     title[1]="programming in ANCI";
41     title[2]="electronic circuit theory";
42     title[3]="computer algorithm";
43
44     author[0]="balagurusamy";
45     author[1]="balagurusamy";
46     author[2]="boyelstade";
47     author[3]="shahani";
48
49     stock_copy[0]=200;
50     stock_copy[1]=150;
51     stock_copy[2]=50;
52     stock_copy[3]=80;
53
54     price[0]=120.5;
55     price[1]=115.75;
56     price[2]=140;
57     price[3]=180.5;
58
59 }
60 void book::book_detail(int i)
61 {
62     cout<<<" *****book detail *****\n";
63     cout<<<setw(12)<<<"Title" <<<setw(25)<<<"Author Name"
64     <<<setw(18)<<<"Stock copy\n";
65     cout<<<setw(15)<<<title[i]<<<setw(16)<<<author[i]<<<setw(15)
66     <<<stock_copy[i]<<<"\n";
67
68 }
69 int book::search()
70 {

```

```

71 char name[80],t[80];
72 cout<<<"Enter author name : ";
73
74 gets(name);
75 cout<<<"and title of book in small letter : ";
76 gets(t);
77
78 int count=-1;
79 int a,b;
80 for(int i=0;i<size;i++)
81 {
82
83 a=strcmp(name,author[i]);
84 b=strcmp(t,title[i]);
85 if(a==0 && b==0)
86
87 count=i;
88
89 }
90
91 return count;
92 }
93
94 void book::buy(int i)
95 {
96 if(i<0)
97 cout<<<" This book is not available \n";
98
99 else
100{
101book_detail(i);
102cout<<<" How many copies of this book is required : ? "; int copy; cin>>copy;
103int remaining_copy;
104if(copy<=stock_copy[i])
105{
106remaining_copy=stock_copy[i]-copy;
107float total_price;
108total_price=price[i]*copy;
109cout<<<"Total price = "<<total_price<<" TK\n";
110}
111else
112cout<<<" Sorry your required copies is not available \n";
113}
114}
115
116int main()
117{
118book b1;
119int result;
120
121result=b1.search();

```

```
122b1.buy(result);
123return 0;
124}
```

### output

Enter author name : shahani

and title of book in small latter : computer algorithm

\*\*\*\*\*book detail \*\*\*\*\*

Title	Author Name	Stock copy
computer algorithm	shahani	80

How many copies of this book is required : ? 78

Total price = 14079 TK

**6.4: Improve the system design in Exercise 6.3 to incorporate the following features:**

- (a) The price of the books should be updated as and when required. Use a private member function to implement this.**
- (b) The stock value of each book should be automatically updated as soon as a transaction is completed.**
- (c) The number of successful and unsuccessful transactions should be recorded for the purpose of statistical analysis. Use static data members to keep count of transactions.**

Solution:

```
1  #include
2  #include
3  #include
4  #include
5  #include
6
7  class book
8  {
9      static int successful,unsuccessful;
10     char **author;
11     char **title;
12     float *price;
13     char **publisher;
14     int *stock_copy;
15     int size;
16
17     public:
```

```
18 book();
19 void book_detail(int i);
20 void buy(int i);
21 int search();
22 void showtransaction();
23 void showdetail();
24 void edit_price();
25 };
26 int book::successful=0;
27 int book::unsuccessful=0;
28
29 book :: book()
30 {
31 size=5;
32 author=new char*[80];
33 title=new char*[80];
34 publisher=new char*[80];
35
36 for(int i=0;i<size;i++)
37 {
38 author[i]=new char[80];
39 title[i]=new char[80];
40 publisher[i]=new char[80];
41 }
42 stock_copy=new int[size];
43
44 price=new float[size];
45
46 title[0]="object oriented programming with c++";
47 title[1]="programming in ANCI";
48 title[2]="electronic circuit theory";
49 title[3]="computer algorithm";
50 title[4]="complete solution of balagurusamy(c++)";
51
52 author[0]="balagurusamy";
53 author[1]="balagurusamy";
54 author[2]="boyelstade";
55 author[3]="shahani";
56 author[4]="abdus sattar";
57
58 stock_copy[0]=200;
59 stock_copy[1]=150;
60 stock_copy[2]=50;
61 stock_copy[3]=80;
62 stock_copy[4]=300;
63
64 price[0]=120.5;
65 price[1]=115.75;
66 price[2]=140;
67 price[3]=180.5;
68 price[4]=120;
```

```

69
70 }
71
72 void book::book_detail(int i)
73 {
74     cout<<<" *****book detail *****\n";
75     cout<<<setw(25)<<<"Title" <<<setw(30)<<<"Author Name"
76     <<<setw(18)<<<"Stock copy\n";
77     cout<<<setw(15)<<<title[i]<<<setw(16)<<<author[i]<<<setw(15)
78     <<<stock_copy[i]<<<"\n";
79
80 }
81
82 int book::search()
83 {
84     char name[80],t[80];
85     cout<<<"Enter author name in small letter : ";
86     gets(name);
87     cout<<<" title of book in small letter : ";
88     gets(t);
89
90     int count=-1;
91     int a,b;
92     for(int i=0;i<<size;i++)
93     {
94
95         a=strcmp(name,author[i]);
96         b=strcmp(t,title[i]);
97         if(a==0 && b==0)
98
99             count=i;
100
101 }
102
103 return count;
104 }
105
106 void book::buy(int i)
107 {
108     if(i<0)
109     {
110         cout<<<" This book is not available \n";
111         unsuccessful++;
112     }
113
114     else
115     {
116         book_detail(i);
117         cout<<<" How many copies of this book is required : ? "; int copy; cin>>copy;
118
119         if(copy<=stock_copy[i])

```

```

120{
121stock_copy[i]=stock_copy[i]-copy;
122float total_price;
123total_price=price[i]*copy;
124cout<<<"Total price = "<<<total_price<<<" TK\n";
125successful++;
126}
127else
128{
129cout<<<" Sorry your required copies is not available \n";
130unsuccessful++;
131}
132}
133}
134
135void book::edit_price()
136{
137cout<<<" To edit price ";
138int i;
139i=search();
140cout<<<"Enter new price : "; float p; cin>>p;
141price[i]=p;
142}
143void book::showdetail()
144{
145cout<<<setw(22)<<<"Title"<<<setw(30)<<<" stock copy "<<<setw(20)
146<<<" Price per book "<<<endl;
147for(int i=0;i<size;i++)
148{
149cout<<<setw(35)<<<title[i]<<<setw(10)<<<stock_copy[i]
150<<<setw(18)<<<price[i]<<<endl;
151}
152}
153void book::showtransaction()
154{
155cout<<<setw(22)<<<"Successful transaction"<<<setw(34)
156<<<"unsuccessful transaction "<<<endl<<<setw(10)
157<<<successful<<<setw(32)<<<unsuccessful<<<endl;
158}
159
160int main()
161{
162book b1;
163int result;
164
165result=b1.search();
166b1.buy(result);
167b1.showdetail();
168b1.showtransaction();
169b1.edit_price();
170cout<<<"*****details after edit price

```



object oriented programming with c++	200	120.5
programming in ANCI	150	115.75
electronic circuit theory	50	140
computer algorithm	80	200
complete solution of balagurusamy(c++)	200	120

## Chapter 7

### Review Questions

#### 7.1: What is operator overloading?

Ans: The mechanism of giving special meaning to an operator is known as operator overloading.

#### 7.2: Why is it necessary to overload an operator?

Ans: We can almost create a new language of our own by the creative use of the function and operator overloading techniques.

#### 7.3: What is an operator function? Describe the syntax of an operator function.

Ans: To define an additional task to an operator, we must specify what it means in relation to the class to which the operator is applied. By which function this is done, is called operator function. Syntax of operator function:

```
return type class name :: operator OP (argument list)
{
    function body // task defined
}
```

#### 7.4: How many arguments are required in the definition of an overloaded unary operator?

Ans: No arguments are required.



**7.5: A class alpha has a constructor as follows:**

**alpha(int a, double b);**

**Can we use this constructor to convert types?**

Ans: No. The constructors used for the type conversion take a single argument whose type is to be converted.

**7.6: What is a conversion function How is it created Explain its syntax.**

Ans: C++ allows us to define an overloaded casting operator that could be used to convert a class type data to a basic type. This is referred to conversion function.

Syntax:

```
Operator type name ( )  
{  
    (Function Statements)  
}
```

**7.7: A friend function cannot be used to overload the assignment operator =. Explain why?**

Ans: A friend function is a non-member function of the class to which it has been defined as friend. Therefore it just uses the functionality (functions and data) of the class. So it does not consist the implementation for that class. That's why it cannot be used to overload the assignment operator.

**7.8: When is a friend function compulsory? Give an example.**

Ans: When we need to use two different types of operands for a binary operator, then we must use friend function.

Example:

A = B + 2;

or

A = B \* 2;

is valid

But A = 2 + B

or

A = 2 \* B will not work.

Because the left hand operand is responsible for invoking the member function. In this case friend function allows both approaches.

**7.9: We have two classes X and Y. If a is an object of X and b is an object of Y and we want to say a = b; What type of conversion routine should be used and where?**

Ans: We have to use one class to another class type conversion. The type-conversion function to be located in the source class or in the destination class.

**7.10: State whether the following statements are TRUE or FALSE.**

- (a) Using the operator overloading concept, we can change the meaning of an operator.
- (b) Operator overloading works when applied to class objects only.
- (c) Friend functions cannot be used to overload operators.
- (d) When using an overloaded binary operator, the left operand is implicitly passed to the member function.
- (e) The overloaded operator must have at least one operand that is user-defined type.
- (f) Operator functions never return a value.
- (g) Through operator overloading, a class type data can be converted to a basic type data.
- (h) A constructor can be used to convert a basic type to a class type data.

Ans:

- (a) FALSE
- (b) TRUE
- (c) FALSE
- (d) FALSE
- (e) TRUE
- (f) FALSE
- (g) TRUE
- (h) TRUE

## **Debugging Exercises**

**7.1: Identify the error in the following program.**

```
#include <iostream.h>
class Space
{
    int mCount;
public:
    Space()
    {
        mCount = 0;
    }

    Space operator ++()
    {
        mCount++;
        return Space(mCount);
    }
}
```

```

    }
};
void main()
{
    Space objSpace;
    objSpace++;
}

```

Solution: The argument of Space() function is void type, so when this function is called there are no argument can send to it. But 'mCount' argument is sending to Space() function through return space(mCount); Statement.  
Here return space (mCount); replaced by return space();

## 7.2: Identify the error in the following program.

```

#include <iostream.h>
enum WeekDays
{
    mSunday'
    mMonday,
    mtuesday,
    mWednesday,
    mThursday,
    mFriday,
    mSaturday
};
bool op==(WeekDays& w1, WeekDays& w2)
{
    if(w1== mSunday && w2==mSunday)
        return 1;
    else if(w1==mSunday && w2==mSunday)
        return 1;
    else if(w1==mSunday && w2==mSunday)
        return 1;
    else if(w1==mSunday && w2==mSunday)
        return 1;
    else if(w1==mSunday && w2==mSunday)
        return 1;
    else if(w1==mSunday && w2==mSunday)
        return 1;
    else if(w1==mSunday && w2==mSunday)
        return 1;
    else
        return 0;
}
void main()
{
    WeekDays w1 = mSunday, w2 = mSunday;
}

```

```

    if(w1==w2)
        cout<<"Same day";
    else
        cout<<"Different day";
}

```

Solution: bool OP == (WeekDays & w1, WeekDays & w2) replaced by bool operator == (Weekdays & w1, WeekDays & w2 ). All other code will remain same.

### 7.3: Identify the error in the following program.

```

#include <iostream.h>
class Room
{
    float mWidth;
    float mLength;
public:
    Room()
    {
    }
    Room(float w, float h)
        :mWidth(w), mLength(h)
    {
    }
    operator float ()
    {
        return (float)mWidth * mLength;
    }

    float getWidth()
    {
    }
    float getLength()
    {
        return mLength;
    }
};

void main()
{
    Room objRoom1(2.5, 2.5)
    float fTotalArea;
    fTotalArea = objRoom1;
    cout<< fTotalArea;
}

```

Solution: The float getWidth() function return float type data, but there is no return statement in getWidth() function. So it should write as follows.

```
float getWidth()
{
    return mWidth;
}
```

All other code will remain unchanged.

## Programming Exercises

**7.1: Crate a class FLOAT that contains one float data member. Overload all the four arithmetic operators so that they operate on the objects of FLOAT.**

Solution:

```
1 #include<iostream.h>
2
3 class FLOAT
4 {
5     float data;
6     public:
7     FLOAT(){ };
8     FLOAT(float d)
9     { data=d; }
10    FLOAT operator+(FLOAT f1);
11    FLOAT operator-(FLOAT f2);
12    FLOAT operator*(FLOAT f3);
13    FLOAT operator/(FLOAT f4);
14    void display();
15};
16FLOAT FLOAT::operator+(FLOAT f1)
17{
18    FLOAT temp;
19    temp.data=data+f1.data;
20    return (temp);
21}
22FLOAT FLOAT::operator-(FLOAT f2)
23{
24    FLOAT temp;
25    temp.data=data-f2.data;
26    return temp;
27}
28FLOAT FLOAT::operator*(FLOAT f3)
```

```

29{
30    FLOAT temp;
31    temp.data=data*f3.data;
32    return temp;
33}
34FLOAT FLOAT::operator/(FLOAT f4)
35{
36    FLOAT temp;
37    temp.data=data/f4.data;
38    return (temp);
39}
40void FLOAT:: display()
41{
42    cout<<data<<"\n";
43}
44int main()
45{
46    FLOAT F1,F2,F3,F4,F5,F6;
47    F1=FLOAT(2.5);
48    F2=FLOAT(3.1);
49    F3=F1+F2;
50    F4=F1-F2;
51    F5=F1*F2;
52    F6=F1/F2;
53    cout<<" F1 = ";
54    F1.display();
55    cout<<" F2 = ";
56    F2.display();
57    cout<<" F1+F2 = ";
58    F3.display();
59    cout<<" F1-F2 = ";
60    F4.display();
61    cout<<" F1*F2 = ";
62    F5.display();
63    cout<<" F1/F2= ";
64    F6.display();
65    return 0;
66}

```

### **output**

```

F1 = 2.5
F2 = 3.1
F1+F2 = 5.6
F1-F2 = -0.6
F1*F2 = 7.75
F1/F2= 0.806452

```

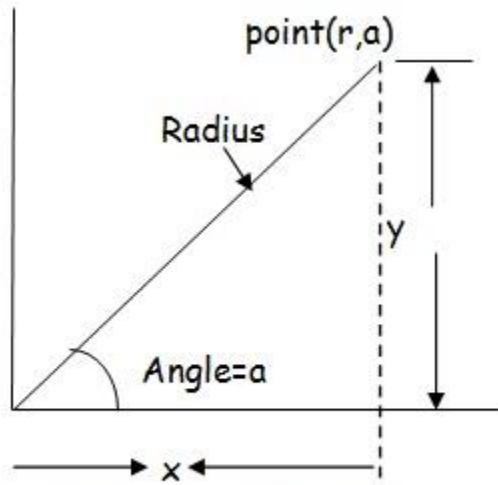
**7.2: Design a class Polar which describes a point in the plane using polar coordinates radius and angle. A point in polar coordinates is shown below figure 7.3**

Use the overload + operator to add two objects of Polar.

Note that we cannot add polar values of two points directly. This requires first the conversion of points into rectangular coordinates, then adding the respective rectangular coordinates and finally converting the result back into polar coordinates. You need to use the following trigonometric formula:

$$x = r * \cos(a);$$

$$y = r * \sin(a);$$



**fig: polar coordinates of a point**

$$y = r * \sin(a);$$

$$a = \text{atan}(y/x); // \text{arc tangent}$$

$$r = \sqrt{x*x + y*y};$$

Solution:

```
1 #include<iostream.h>
2 #include<math.h>
3 #define pi 3.1416
4 class polar
5 {
6     float r,a,x,y;
7     public:
8     polar(){};
9     polar(float r1,float a1);
10    polar operator+(polar r1);
11    void display(void);
12};
13
14polar :: polar(float r1,float a1)
15{
16    r=r1;
17    a=a1*(pi/180);
```

```

18     x=r*cos(a);
19     y=r*sin(a);
20}
21
22polar polar :: operator+(polar r1)
23{
24     polar R;
25
26     R.x=x+r1.x;
27     R.y=y+r1.y;
28     R.r=sqrt(R.x*R.x+R.y*R.y);
29     R.a=atan(R.y/R.x);
30
31     return R;
32}
33
34void polar::display()
35{
36     cout<<"radius = "<<r<<"\n angle = "<<a*(180/pi)<<"\n";
37}
38
39int main()
40{
41     polar p1,p2,p3;
42     float r,a;
43     cout<<" Enter radius and angle : ";
44     cin>>r>>a;
45     p1=polar(r,a);
46     p2=polar(8,45);
47     p3=p1+p2;
48     cout<<" p1 : \n";
49     p1.display();
50     cout<<" p2 : \n ";
51     p2.display();
52     cout<<" p3 : \n ";
53     p3.display();
54     return 0;
55}

```

### output

Enter radius and angle : 10 45

P1:

radius = 10

angle = 44.999998

P2 :

radius = 8

angle = 44.999998

P3 :

radius = 18

angle = 44.999998



**7.3: Create a class MAT of size m \* n. Define all possible matrix operations for MAT type objects.**

Solution:

```
1  #include<iostream.h>
2  #include<iomanip.h>
3
4  class mat
5  {
6      float **m;
7      int rs,cs;
8      public:
9      mat(){ }
10     void creat(int r,int c);
11     friend istream & operator >>(istream &,mat &);
12     friend ostream & operator <<(ostream &,mat &);
13     mat operator+(mat m2);
14     mat operator-(mat m2);
15     mat operator*(mat m2);
16 };
17
18 void mat::creat(int r,int c)
19 {
20     rs=r;
21     cs=c;
22     m=new float *[r];
23     for(int i=0;i<r;i++)
24         m[i]=new float[cs];
25 }
26
27 istream & operator>>(istream &din, mat &a)
28 {
29     int r,c;
30     r=a.rs;
31     c=a.cs;
32     for(int i=0;i<r;i++)
33     {
34         for(int j=0;j<c;j++)
35         {
36             din>>a.m[i][j];
37         }
38     }
39     return (din);
40 }
41 ostream & operator<<(ostream &dout,mat &a)
42 {
43     int r,c;
```

```

44         r=a.rs;
45         c=a.cs;
46         for(int i=0;i<r;i++)
47         {
48             for(int j=0;j<c;j++)
49             {
50                 dout<<setw(5)<<a.m[i][j];
51             }
52             dout<<"\n";
53         }
54     return (dout);
55 }
56 mat mat::operator+(mat m2)
57 {
58     mat mt;
59     mt.creat(rs,cs);
60     for(int i=0;i<rs;i++)
61     {
62         for(int j=0;j<cs;j++)
63         {
64             mt.m[i][j]=m[i][j]+m2.m[i][j];
65         }
66     }
67     return mt;
68 }
69
70 mat mat::operator-(mat m2)
71 {
72     mat mt;
73     mt.creat(rs,cs);
74     for(int i=0;i<rs;i++)
75     {
76         for(int j=0;j<cs;j++)
77         {
78             mt.m[i][j]=m[i][j]-m2.m[i][j];
79         }
80     }
81     return mt;
82 }
83
84 mat mat::operator*(mat m2)
85 {
86     mat mt;
87     mt.creat(rs,m2.cs);
88
89     for(int i=0;i<rs;i++)
90     {
91         for(int j=0;j<m2.cs;j++)
92         {
93             mt.m[i][j]=0;
94             for(int k=0;k<m2.rs;k++)

```

```

95         mt.m[i][j]+=m[i][k]*m2.m[k][j];
96     }
97 }
98
99     return mt;
100 }
101 int main()
102 {
103     mat m1,m2,m3,m4,m5;
104     int r1,c1,r2,c2;
105     cout<<" Enter first matrix size : ";
106     cin>>r1>>c1;
107     m1.creat(r1,c1);
108     cout<<"m1 = ";
109     cin>>m1;
110     cout<<" Enter second matrix size : ";
111     cin>>r2>>c2;
112     m2.creat(r2,c2);
113     cout<<"m2 = ";
114     cin>>m2;
115     cout<<" m1:"<<endl;
116     cout<<m1;
117     cout<<" m2: "<<endl;
118     cout<<m2;
119     cout<<endl<<endl;
120     if(r1==r2 && c1==c2)
121     {
122         m3.creat(r1,c1);
123         m3=m1+m2;
124         cout<<" m1 + m2: "<<endl;
125         cout<<m3<<endl;
126         m4.creat(r1,c1);
127
128         m4=m1-m2;
129         cout<<" m1 - m2:"<<endl;
130         cout<<m4<<endl<<endl;
131
132     }
133     else
134         cout<<" Summation & subtraction are not possible n"<<endl
135         <<"Two matrices must be same size for summation & subtraction "<<endl<<endl;
136     if(c1==r2)
137     {
138         m5=m1*m2;
139         cout<<" m1 x m2: "<<endl;
140         cout<<m5;
141     }
142     else
143         cout<<" Multiplication is not possible "<<endl
144         <<" column of first matrix must be equal to the row of second matrix ";
145     return 0;

```

146}

### **output**

Enter first matrix size : 2 2

m1 =

1 2

3 4

Enter second matrix size : 2 2

m2 =

5 6

7 8

m1 =

1 2

3 4

m2 =

5 6

7 8

m1+m2:

6 8

10 12

m1-m2:

-4 -4

-4 -4

m1 x m2:

19 22

**7.4: Define a class String. Use overload == operator to compare two strings.**

Solution:

```

1 #include<iostream.h>
2 #include<string.h>
3 #include<stdio.h>
4
5 class string
6 {
7     char str[1000];
8     public:
9     void input(){ gets(str);}
10    int operator==(string s2);
11};
12int string::operator==(string s2)
13{
14    int t= strcmp(str,s2.str);
15    if(t==0)
16        t=1;
17    else
18        t=0;
19    return t;
20}
21
22int main()
23{
24
25    char st1[1000],st2[1000];
26    string s1,s2;
27    cout<<" Enter 1st string : ";
28    s1.input();
29    cout<<" enter 2nd string : ";
30    s2.input();
31
32    if(s1==s2)
33        cout<<" Two strings are equal ";
34    else
35        cout<<" Two string are not equal ";
36    return 0;
37}

```

**output**

Enter 1st string : our sweetest songs tel our saddest thought  
enter 2nd string : a burning desire lead to success.  
Two string are not equal

**7.5: Define two classes Polar and Rectangle to represent points in the polar and rectangle systems. Use conversion routines to convert from one system to the other.**

Solution:

```
1 #include<iostream.h>
2 #include<math.h>
3 #define pi 3.1416
4 class conversion_point
5 {
6     float x,y,r,theta;
7     public:
8     void set_xy();
9     void set_r_theta();
10    void show_xy();
11    void show_r_theta();
12    void conversion(int t);
13};
14 void conversion_point::set_xy()
15{
16    cout<<"Enter the value of x & y : ";
17    cin>>x>>y;
18}
19 void conversion_point::set_r_theta()
20{
21    cout<<"Enter the value of r & theta :";
22    cin>>r>>theta;
23    theta=(pi/180)*theta;
24}
25
26 void conversion_point::show_xy()
27{
28    cout<<" CERTECIAN FORM :\n"
29        <<" x = "<<x<<"\n"
30        <<" y = "<<y<<"\n";
31}
32void conversion_point::show_r_theta()
33{
34    cout<<" POLAR FORM :\n"
35        <<" r = "<<r<<"\n"
36        <<" theta = "<<(180/pi)*theta<<" degree \n";
37}
38
39void conversion_point::conversion(int t)
```

```

40{
41    if(t==1)
42    {
43        r=sqrt(x*x+y*y);
44
45        if(x!=0)
46        {
47            theta=atan(y/x);
48            show_r_theta();
49        }
50
51        else
52        {
53            cout<<" POLAR FORM : \n"
54                <<" r = "<<r<<" \n"
55                <<" theta = 90 degree \n";
56        }
57    }
58 }
59 else if(t==2)
60 {
61     x=r*cos(theta);
62     y=r*sin(theta);
63     show_xy();
64 }
65}
66
67int main()
68{
69     conversion_point santo;
70     int test;
71     cout<<" press 1 to input certecian point \n"
72         <<" press 2 to input polar point \n "
73         <<" what is your input ? : ";
74     cin>>test;
75     if(test==1)
76         santo.set_xy();
77     else if(test==2)
78         santo.set_r_theta();
79     santo.conversion(test);
80
81     return 0;
82}

```

### output

```

Press 1 to input certecian point
Press 2 to input polar point
what is your input ? 1
Enter the value of x & y : 4 5
POLAR FORM :

```

r = 6.403124  
theta = 51.340073 degree

## Chapter 8

### Review Questions

8.1: **What does inheritance mean in C++?**

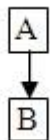
Ans: The mechanism of deriving a new class from an old one is called inheritance. The old class is referred to as the base class and the new one is called derived class.

8.2: **What are the different forms of inheritance? Give an example for each.**

Ans: Different forms of inheritance:

1. Single inheritance : Only one derived class inherited from only one base class is called single inheritance.

**Example:** Let A is a base class  
and B is a new class derived from A



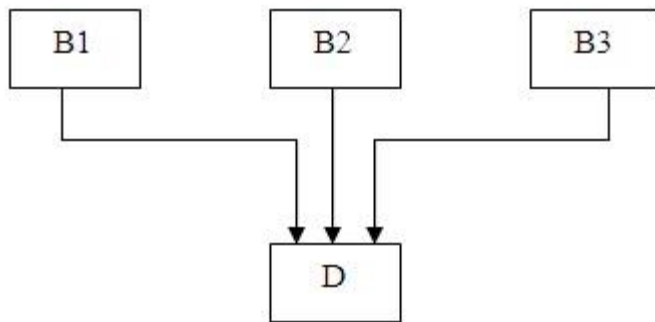
This is written in program as following:

```
class A {.....};  
class B : Public A {.....};
```

2. Multiple inheritance : A class can inherit the attributes of two or more classes. This is known as multiple inheritance.

**Example :**





Class D : visibilityB1, visibility.B2, visibility B3

```

{
    (Body of D)
}
  
```

\* visibility may be public or private.

3.Multilevel inheritance : It a class is derived from a base class, and another class is derived from this derived class and so on, then it is called multilevel inheritance.



**Example :**

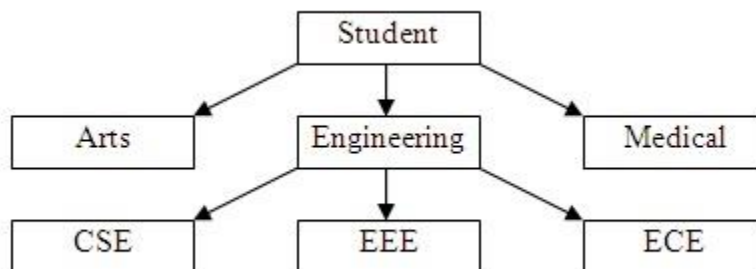
Class A { ..... };

Class B : Public A { ..... };

Class C : Private B { ..... };

4.Hierarchical inheritance: It the inheritance follows the hierarchical design of a program, then it is called hierarchical inheritance.

**Example :**



This design is implemented in program as follows:

Class student { ..... }; // base class,

Class Arts : Public student { .....};

Class Medical : Public student { .....};

Class Engineering : Public student { .....};

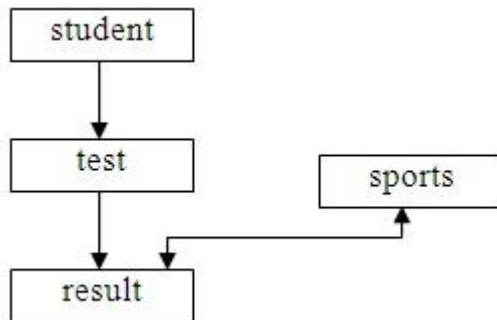
Class CSE : Public Engineering { ..... };

```
Class EEE : Public Engineering { ..... };  
Class ECE : Public Engineering { ..... };
```

\* here all inheritance are considered as public you can private inheritance also. as you wish.

5. Hybrid inheritance: When multi level and multiple inheritances are applied to an inheritance, then it is called Hybrid inheritance.

**Example :**



In program :

```
Class student {.....};  
Class test : public student {.....};  
Class result : public test {.....};  
Class result : public sports {.....};
```

**8.3: Describe the syntax of the single inheritance in C++.**

Ans: Syntax of single inheritance:

Class Derived name : visibility mode Base\_class name

```
{  
    Body of derived class  
};
```

\* visibility mode may be public or private.  
or protected

**8.4: We know that a private member of a base class is not inheritable. Is it anyway possible for the objects of a derived class to access the private members of the base class? If yes, how? Remember, the base class cannot be modified.**

Ans: Yes. It is possible for the objects of derived class to access the private member of the base class by a member function of base class which is public. The following example explains this :

```
#include<iostream.h>  
class B  
{
```

```

    int a; // a is private that can not be inherited.
    public:
        int get_a();
        void set_a();
};
class D:public B
{
    int b;
    public:
        void display_a();
};

void D :: display_a()
{
    cout<<" a = "<<get_a()<<"\n"; // a is accessed by member function get_a().
}

void B :: set_a()
{
    a=156271;
}

int B :: get_a()
{
    return a;
}

void main()
{
    D d;
    d.set_a();
    d.display_a();
}

```

#### 8.5: How do the properties of the following two derived classes differ?

- (a) class D1: private B(// ....);
- (b) class D2: public B(//....);

Ans:(a) Private member of B can not be inherited in D1 Protected member of B become private in D1 public member of B become private in D1.  
 (b) Private member of B can not be inherited in D2 Protected member of B remains protected in D2 Public member of B remains public in D2

#### 8.6: When do we use the protected visibility specifier to a class member?

Ans:When we want access a data member by the member function within its class and by the

member functions immediately derived from it, then we use visibility modifier protected.

**8.7: Describe the syntax of multiple inheritance. When do we use such an inheritance?**

Ans: **Syntax :**

```
Class D : Visibility B1, Visibility B2, ... ..  
{  
    (Body of D)  
}
```

Then we want of combine several feature to a single class then we use multiple inheritance.

**8.8: What are the implications of the following two definitions?**

(a) class A: public B, public C(//....);

(b) class A: public C, public B(//....);

Ans: Two are same.

**8.9: What is a virtual base class?**

Ans: When multiple paths between a base class and a derived class exist then this base class is virtual base class. A base class can be made as virtual just adding 'virtual' keyword before this base class.

**8.10: When do we make a class virtual?**

Ans: To avoid the duplication of inherited members due to multiple paths between base and derived classes we make base class virtual.

**8.11: What is an abstract class?**

Ans: An abstract class is one that is not used to create objects.

**8.12: In what order are the class constructors called when a derived class object is created?**

Ans: According to the order of derived class header lines

**8.13: Class D is derived from class B. The class D does not contain any data members of its own. Does the class D require constructors? If yes, why?**

Ans:D does not require any construct or because a default constructor is always set to class by default.

**8.14: What is containership? How does it differ from inheritance?**

Ans:Containership is another word for composition. That is, the HAS-A relationship where A has-a member that is an object of class B.

**Difference :** In inheritance the derived class inherits the member data and functions from the base class and can manipulate base public/protected member data as its own data. By default a program which constructs a derived class can directly access the public members of the base class as well. The derived class can be safely down cast to the base class, because the derived is-a” base class.

**Container :** a class contains another object as member data. The class which contains the object cannot access any protected or private members of the contained class(unless the container it was made a friend in the definition of the contained class).The relationship between the container and the contained object is “has-a” instead of “is-a”

**8.15: Describe how an object of a class that contains objects of other classes created?**

Ans:By inheriting an object can be created that contains the objects of other class.

**Example :**

```
class A
{
    int a;
    public:
        void dosomething();
};
```

```
class B: class A
{
    int b;
    public:
        void donothing();
};
```

Now if object of B is created ; then it contains:

1. void dosomething ( );
2. int b;
3. void donothing ( );

**8.16: State whether the following statements are TRUE or FALSE:**

- (a) Inheritance helps in making a general class into a more specific class.
- (b) Inheritance aids data hiding.
- (c) One of the advantages of inheritance is that it provides a conceptual framework.
- (d) Inheritance facilitates the creation of class libraries.
- (e) Defining a derived class requires some changes in the base class.
- (f) A base class is never used to create objects.
- (g) It is legal to have an object of one class as a member of another class.
- (h) We can prevent the inheritance of all members of the base class by making base class virtual in the definition of the derived class.

Ans:

- (a) TRUE
- (b) FALSE
- (c) TRUE
- (d) TRUE
- (e) FALSE
- (f) TRUE
- (g) TRUE
- (h) FALSE

## **Debugging Exercises**

**8.1: Identify the error in the following program.**

```
#include <iostream.h>
class Student {
    char* name;
    int rollNumber;
public:
    Student() {
        name = "AlanKay";
        rollNumber = 1025;
    }

    void setNumber(int no) {
        rollNumber = no;
    }
    int getRollNumber() {
        return rollNumber;
    }
};

class AnualTest: Student {
    int mark1, mark2;
```

```

public:
    AnualTest(int m1, int m2)
        :mark1(m1), mark2(m2) {
    }
    int getRollNumber() {
        return Student::getRollNumber();
    }
};
void main()
{
    AnualTest test1(92 85);
    cout<< test1.getRollNumber();
}

```

Solution: Constructor and Private (data & function) can not be inherited.

**8.2: Identify the error in the following program.**

```

#include <iostream.h>;
class A
{
public:
    A()
    {

        cout<< "A";
    }
};

class B: public A
{
public:
    B()
    {
        cout<< "B";
    }
};

class C: public B
{
public:
    C()
    {
        cout << "C";
    }
};

class D
{
public:

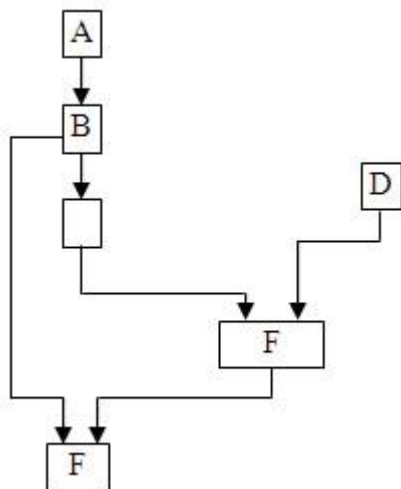
```

```

    D()
    {
        cout << "D";
    }
};
class E: public C, public D
{
public:
    E()
    {
        cout<< "D";
    }
};
class F: B, virtual E
{
public:
    F()
    {
        cout<< "F";
    }
};
void main()
{
    F f;
}

```

Solution: The inheritance can be represented as follows :



Here B is virtual, but not E.

**8.3: Identify the error in the following program.**

```
#include <iostream.h>;
```



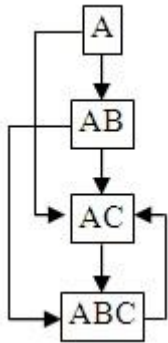
```

class A
{
    int i;
};

class AB: virtual A
{
    int j;
};
class AC: A, ABAC
{
    int k;
};
class ABAC: AB, AC
{
    int l;
};
void main()
{
    ABAC abac;
    cout << "sizeof ABAC:" << sizeof(abac);
}

```

Solution: The inheritance can be represented as follows:



Class AC: A, Here there is no identification of ABAC. If we write class ABAC; after #include it will not show any error message.

**8.4: Find errors in the following program. State reasons.**

```

// Program test
#include <iostream.h>
class X
{
    private:
        int x1;
    Protected:

```

```

        int x2;
    public:
        int x3;
};

class Y: public X
{
    public:
        void f()
        {
            int y1,y2,y3;
            y1 = x1;
            y2 = x2;
            y3 = x3;
        }
};

class Z: X
{
    public:
        void f()
        {
            int z1,z2,z3;
            z1 = x1;
            z2 = x2;
            z3 = x3;
        }
};

main()
{
    int m,n,p;
    Y y;
    m = y.x1;
    n = y.x2;
    p = y.x3;
    Z z;
    m = z.x1;
    n = z.x2;
    p = z.x3;
}

```

Solution: Here x1 is private, so x1 cannot be inherited.

y1 = x1; is not valid

z1 = x1; is not valid

m = y, x1; is not valid

m = z, x1; is not valid

**8.5: Debug the following program.**

```

// Test program
#include <iostream.h>
class B1
{
    int b1;
public:
    void display();
    {
        cout << b1 << "\n";
    }
};

class B2
{
    int b2;
public:
    void display();
    {
        cout << b2 << "\n";
    }
};

class D: public B1, public B2
{
    //nothing here
};

main()
{
    D d;
    d.display()
    d.B1::display();
    d.B2::display();
}

```

## Programming Exercises

**8.1: Assume that a bank maintains two kinds of accounts for customers, one called as savings and the other as current account. The savings account provides compound interest and withdrawal facilities but no cheque book facility. The current account provides cheque book facility but no interest. Current account holders should also maintain a minimum balance and if the balance falls below this level a service charge is imposed.**

**Create a class account that stores customer name, account number and type of account. From this derive the classes cur\_acct and sav\_acct to make them more specific to their requirements. Include necessary member functions in order to achieve the following tasks:**

- (a) Accept the deposit from a customer and update the balance.
- (b) Display the balance.
- (c) Compute and deposit interest.
- (d) Permit withdrawal and update the balance.
- (e) Check for the minimum balance, impose penalty, necessary and update the balance.

Do not use any constructors. Use member functions to initialize class members.

Solution:

```
1  #include<iostream.h>
2  #include<stdio.h>
3  #include<string.h>
4  #include<math.h>
5  #define minimum 500
6  #define service_charge 100
7  #define r 0.15
8
9  class account
10 {
11     protected:
12         char name[100];
13         int ac_number;
14         char ac_type[100];
15     public:
16         void creat( char *t);
17 };
18
19 void account::creat(char *t)
20 {
21
22     cout<<" Enter customer name :";
23     gets(name);
24     strcpy(ac_type,t);
25     cout<<" Enter account number :";
26     cin>>ac_number;
27 }
28 class cur_acct: public account
29 {
30     private:
31         float balance;
32     public:
33         void deposit(float d);
34         void withdraw(float w);
35         void display();
36 };
37 void cur_acct::deposit(float d)
38 {
39     balance=d;
40 }
41
42 void cur_acct::withdraw(float w)
43 {
44     if(balance<w)
45         cout<<" sorry your balance is less than your withdrawal amount \n";
46     else
```

```

47     {
48         balance-=w;
49         if(balance<minimum)
50     cout<<"\n your current balance is : "<<balance<<" which is less   than "<<minimum<<"\n
51 your account is discharged by "<<service_charge<<"TK \n"<<" You must store
52 "<<minimum<<"TK to avoid discharge \n "<<" Do you want to withdraw ? press 1 for yes
53 press 0 for no \n"<<" what is your option ?";
54         int test;
55         cin>>test;
56         if(test==0)
57             balance+=w;
58     }
59
60 }
61
62 void cur_acct::display()
63 {
64     cout<<"\n Now balance = "<<balance<<"\n";
65 }
66 class sav_acct:public account
67 {
68     float balance;
69     int d,m,y;
70 public:
71     void deposit(float d);
72     void withdraw(float w);
73     void display();
74     void set_date(int a,int b,int c){d=a;m=b;y=c;}
75     void interest();
76 };
77
78 void sav_acct::deposit(float d)
79 {
80     int x,y,z;
81     cout<<" Enter today's date(i,e day,month,year) : ";
82     cin>>x>>y>>z;
83     set_date(x,y,z);
84     balance=d;
85 }
86
87 void sav_acct::withdraw(float w)
88 {
89     if(balance<w)
90     cout<<" sorry your balance is less than your withdrawal amount \n";
91     else
92     {
93         balance-=w;
94
95         if(balance<minimum)
96         {
97     cout<<"\n your current balance is : "<<balance<<" which is less than "<<minimum<<"\n

```

```

98 your account is discharged by "<<service_charge<<"TK \n"<<" You must store
99 "<<minimum<<"TK to avoid discharge \n "<<" Do you want to withdraw ? press 1 for yes
100press 0 for no \n"<<" what is your option ?";
101
102         int test;
103         cin>>test;
104         if(test==0)
105             balance+=w;
106     }
107 }
108
109}
110void sav_acct::display()
111{
112     cout<<"\n Now balance = "<<balance;
113}
114void sav_acct::interest()
115{
116     int D[12]={ 31,28,31,30,31,30,31,31,30,31,30,31 };
117     int d1,y1,m1;
118     cout<<" Enter today's date :(i,e day,month,year) ";
119     cin>>d1>>m1>>y1;
120     int iday,fday;
121     iday=d;
122     fday=d1;
123     for(int i=0;i<m1;i++)
124     {
125         fday+=D[i];
126     }
127     for(i=0;i<m;i++)
128     {
129         iday+=D[i];
130     }
131     int tday;
132     tday=fday-iday;
133     float ty;
134     ty=float(tday)/365+y1-y;
135     float intrst;
136
137     intrst=ty*r*balance;
138     cout<<" Interest is : "<<intrst<<"\n";
139     balance+=intrst;
140}
141
142int main()
143{
144     sav_acct santo;
145     santo.creat("savings");
146     float d;
147     cout<<" Enter your deposit amount : ";
148     cin>>d;

```

```

149     santo.deposite(d);
150     santo.display();
151     int t;
152     cout<<"\n press 1 to see your interest : \n"
153         <<" press 0 to skip : ";
154
155     cin>>t;
156
157     if(t==1)
158         santo.interest();
159
160     cout<<"\n Enter your withdrawal amount :";
161     float w;
162     cin>>w;
163     santo.withdraw(w);
164     santo.display();
165     return 0;
166 }

```

### output

```

Enter customer name :Rimo
Enter account number :10617
Enter your deposit amount : 10000
Enter today's date(i,e day,month,year) : 13  7  2010

```

```

Now balance = 10000
press 1 to see your interest :
press 0 to skip : 1
Enter today's date :(i,e day,month,year) 15  8  2010

```

```

Interest is : 135.61644
Enter your withdrawal amount :500
Now balance = 9635.616211

```

### 8.2: Modify the program of exercise 8.1 to include constructors for all three classes.

Solution:

```

1  #include<iostream.h>
2  #include<stdio.h>
3  #include<string.h>
4  #include<math.h>
5  #define minimum 500
6  #define service_charge 100
7  #define r 0.15
8

```

```

9  class account
10 {
11     protected:
12         char name[100];
13         int ac_number;
14         char ac_type[100];
15     public:
16         account( char *n,char *t,int no);
17 };
18 account::account(char *n,char *t,int no)
19 {
20     strcpy(name,n);
21     strcpy(ac_type,t);
22     ac_number=no;
23
24 }
25
26 class cur_acct: public account
27 {
28     private:
29         float balance,d,w;
30     public:
31         void withdraw(float ww);
32         void deposit(float d){ balance=d;}
33     cur_acct(char *n,char *t,int number,float dp,float wd):
34     account(n,t,number)
35     {
36         d=dp;
37         w=wd;
38         deposit(d);
39         withdraw(w);
40
41     }
42     void display();
43 };
44
45 void cur_acct::withdraw(float ww)
46 {
47
48     if(balance<ww)
49         cout<<" sorry your balance is less than your withdrawal amount \n";
50     else
51     {
52         balance-=ww;
53         if(balance<minimum)
54         {
55             cout<<"\n your current balance is :"<<balance<<" which is less than"<<minimum<<"\n your
56             account is discharged by "<<service_charge<<"TK \n"<<" You must store
57             "<<minimum<<"TK to avoid discharge \n "<<" Do you want to withdraw ? press 1 for yes
58             press 0 for no \n"<<" what is your option ?";
59             int test;

```



```

60             cin>>test;
61             if(test==0)
62                 balance+=w;
63         }
64         else
65             ;
66     }
67 }
68
69 void cur_acct::display()
70 {
71     cout<<"\n Now balance = "<<balance<<"\n";
72 }
73 class sav_acct:public account
74 {
75     float balance;
76     int d,m,y;
77     public:
78     void deposit(float d){ balance=d;set_date();}
79     void withdraw(float w);
80     void display();
81     void set_date(){d=12;m=1;y=2010;}
82     void interest();
83     sav_acct(char *n,char *t,int number,float dp,float wd):
84     account(n,t,number)
85     {
86         float d,w;
87         d=dp;
88         w=wd;
89         deposit(d);
90         interest();
91         withdraw(w);
92     }
93 };
94
95 void sav_acct::withdraw(float w)
96 {
97     if(balance<w)
98         cout<<" sorry your balance is less than your withdrawal amount \n";
99     else
100     {
101         balance-=w;
102         if(balance<minimum)
103         {
104             cout<<"\n your current balance is :"<<balance<<" which is less than"<<minimum<<"\n your
105             account is discharged by "<<service_charge<<"TK \n"<<" You must store
106             "<<minimum<<"TK to avoid discharge \n "<<" Do you want to withdraw ? press 1 for yes
107             press 0 for no \n"<<" what is your option ?";
108             int test;
109             cin>>test;
110             if(test==0)

```

```

111             balance+=w;
112         }
113         else
114             ;
115     }
116
117}
118void sav_acct::display()
119{
120     cout<<"\n Now balance = "<<balance;
121}
122void sav_acct::interest()
123{
124     int D[12]={31,28,31,30,31,30,31,31,30,31,30,31};
125     int d1,y1,m1;
126     cout<<" Enter today's date :(i,e day,month,year) ";
127     cin>>d1>>m1>>y1;
128     int iday,fday;
129     iday=d;
130     fday=d1;
131     for(int i=0;i<m1;i++)
132     {
133         fday+=D[i];
134     }
135     for(i=0;i<m;i++)
136     {
137         iday+=D[i];
138     }
139     int tday;
140     tday=fday-iday;
141     float ty;
142     ty=float(tday)/365+y1-y;
143     balance=balance*pow((1+r),ty);
144}
145
146int main()
147{
148
149     float d;
150     cout<<" Enter customer name :";
151     char name[100];
152     gets(name);
153     cout<<" Enter account number :";
154     int number;
155     cin>>number;
156     cout<<" Enter your deposit amount : ";
157     cin>>d;
158
159     cout<<" Enter your withdrawal amount :";
160     float w;
161     cin>>w;

```

```
        //cur_acct s("current",name,number,d,w);
        //s.display();
        sav_acct c("savings",name,number,d,w);
        c.display();
    return 0;
}
```

### **output**

Enter customer name :mehedi

Enter account number :1457

Enter your deposit amount : 5000

Enter your withdrawal amount :1200

Enter today's date :(i,e day,month,year) 13 7 2010

Now balance = 4160.875977

**8.3: An educational institution wishes to maintain a database of its employees. The database is divided into a number of classes whose hierarchical relationships are shown in following figure. The figure also shows the minimum information required for each class. Specify all classes and define functions to create the database and retrieve individual information as and when required.**

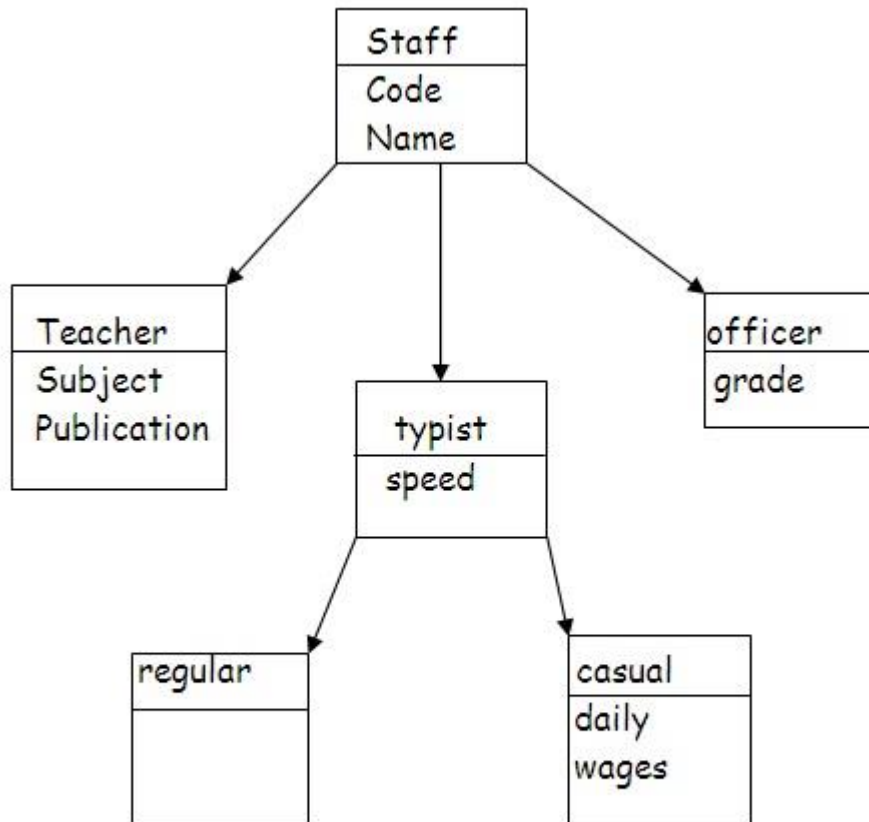


fig: class relationships (for exercise 8.3)

Solution:

```

1  #include<iostream.h>
2  #include<iomanip.h>
3  #include<string.h>
4
5  class staff
6  {
7      public:
8          int code;
9          char name[100];
10         public:
11         void set_info(char *n,int c)
12         {
13             strcpy(name,n);
14             code=c;
15         }
16 };
17
18 class teacher : public staff

```

```

19 {
20     protected:
21     char sub[100],publication[100];
22     public:
23     void set_details(char *s,char *p)
24     {
25         strcpy(sub,s);strcpy(publication,p);
26     }
27     void show()
28     {
29         cout<<"name"<<setw(8)<<"code"<<setw(15)<<"subject"<<setw(25)
30 <<"publication"<<endl<<"name"<<setw(8)<<"code"<<setw(25)<<"sub"<<setw(22)<<"publication"<<endl;
31     }
32 };
33
34 class officer:public staff
35 {
36     char grade[100];
37     public:
38     void set_details(char *g)
39     {
40         strcpy(grade,g);
41     }
42
43     void show()
44     {
45         cout<<" name "<<setw(15)<<"code"<<setw(15)<<"Category "<<endl
46 <<"name"<<setw(10)<<"code"<<setw(15)<<"grade"<<endl;
47     }
48 };
49 class typist: public staff
50 {
51     protected:
52     float speed;
53     public:
54     void set_speed(float s)
55     {
56         speed=s;
57     }
58 };
59 class regular:public typist
60 {
61     protected:
62     float wage;
63     public:
64     void set_wage(float w){ wage=w;}
65     void show()
66     {
67         cout<<"name"<<setw(16)<<"code"<<setw(15)<<"speed"<<setw(15)
68 <<"wage"<<endl<<"name"<<setw(10)<<"code"<<setw(15)<<"speed
69 <<setw(15)<<"wage"<<endl;

```

```

70     }
71 };
72 class causal:public typist
73 {
74     float wage;
75     public:
76     void set_wage(float w){ wage=w;}
77     void show()
78     {
79         cout<<"name"<<setw(16)<<"code"<<setw(15)<<"speed"<<setw(15)
80 <<"wage"<<endl<<name<<setw(10)<<code<<setw(15)<<speed
81 <<setw(15)<<wage<<endl;
82     }
83
84 };
85
86 int main()
87 {
88
89     teacher t;
90     t.set_info("Ataur",420);
91     t.set_details("programming with c++","Tata McGraw Hill");
92
93     officer o;
94     o.set_info("Md. Rashed",222);
95     o.set_details("First class");
96
97     regular rt;
98     rt.set_info("Robiul Awal",333);
99     rt.set_speed(85.5);
100    rt.set_wage(15000);
101
102    causal ct;
103    ct.set_info("Kawser Ahmed",333);
104    ct.set_speed(78.9);
105    ct.set_wage(10000);
106    cout<<" About teacher: "<<endl;
107    t.show();
108    cout<<" About officer:"<<endl;
109    o.show();
110    cout<<" About regular typist :"<<endl;
111    rt.show();
112    cout<<" About causal typist :"<<endl;
113    ct.show();
114
115    return 0;
116}

```

### output

About teacher:

name	code	subject	publication
Ataur	420	programming with c++	Tata McGraw Hill

About officer:

name	code	Category
Md. Rashed	222	First class

About regular typist :

name	code	speed	wage
Robiul Awal	333	85.5	15000

About causal typist :

name	code	speed	wage
Kawser Ahmed	333	78.900002	10000

**8.4: The database created in exercise 8.3 does not include educational information of the staff. It has been decided to add this information to teachers and officers (and not for typists) which will help management in decision making with regard to training, promotions etc. Add another data class called education that holds two pieces of educational information namely highest qualification in general education and highest professional qualification. This class should be inherited by the classes teacher and officer. Modify the program of exercise 8.19 to incorporate these additions.**

Solution:

```

1  #include<iostream.h>
2  #include<iomanip.h>
3  #include<string.h>
4
5  class staff
6  {
7      protected:
8          int code;
9          char name[100];
10     public:
11         void set_info(char *n,int c)
12         {
13             strcpy(name,n);
14             code=c;

```

```

15     }
16 };
17 class education:public staff
18 {
19     protected:
20         char quali[100];
21     public:
22         void set_qualification(char *q){strcpy(quali,q);}
23 };
24
25 class teacher : public education
26 {
27     protected:
28         char sub[100],publication[100];
29     public:
30         void set_details(char *s,char *p)
31         {
32             strcpy(sub,s);strcpy(publication,p);
33         }
34         void show()
35         {
36             cout<<" name "<<setw(8)<<"code"<<setw(15)
37              <<"subject"<<setw(22)<<"publication"
38              <<setw(25)<<"qualification"<<endl
39              <<name<<setw(8)<<code<<setw(25)
40              <<sub<<setw(18)<<publication<<setw(25)<<quali<<endl;
41         }
42 };
43
44 class officer:public education
45 {
46     char grade[100];
47     public:
48         void set_details(char *g)
49         {
50             strcpy(grade,g);
51         }
52     }
53
54     void show()
55     {
56         cout<<" name "<<setw(15)<<"code"<<setw(15)<<"Catagory "
57          <<setw(22)<<"Qualification"<<endl<<name<<setw(10)
58          <<code<<setw(15)<<grade<<setw(25)<<quali<<endl<<endl;
59     }
60 };
61
62 class typist: public staff
63 {
64     protected:
65         float speed;

```



```

66     public:
67     void set_speed(float s)
68     {
69         speed=s;
70     }
71 };
72 class regular:public typist
73 {
74     protected:
75         float wage;
76     public:
77     void set_wage(float w){ wage=w;}
78     void show()
79     {
80         cout<<" name "<<setw(16)<<"code"<<setw(15)<<"speed"
81         <<setw(15)<<"wage"<<endl<<name<<setw(10)<<code
82         <<setw(15)<<speed<<setw(15)<<wage<<endl<<endl;
83     }
84 };
85 class causal:public typist
86 {
87     float wage;
88     public:
89     void set_wage(float w){ wage=w;}
90     void show()
91     {
92         cout<<" name "<<setw(16)<<"code"<<setw(15)<<"speed"
93         <<setw(15)<<"wage"<<endl<<name<<setw(10)<<code
94         <<setw(15)<<speed<<setw(15)<<wage<<endl<<endl;
95     }
96
97 };
98
99 int main()
100 {
101
102     teacher t;                t.set_info("Ataur",420);
103 t.set_details("programming with c++"," Tata McGraw Hill");
104 t.set_qualification("PHD from programming ");
105
106     officer o;
107
108     o.set_info("Md. Rashed",222);
109     o.set_details("First class");
110     o.set_qualification("2 years experienced");
111
112     regular rt;
113     rt.set_info("Robiul Awal",333);
114 rt.set_speed(85.5);
115 rt.set_wage(15000);
116

```

```

117     causal ct;
118         ct.set_info("Kawser Ahmed",333);
119     ct.set_speed(78.9);
120     ct.set_wage(10000);
121
122     cout<<" About teacher: "<<endl;
123     t.show();
124
125     cout<<" About officer:"<<endl;
126     o.show();
127
128     cout<<" About regular typist :"<<endl;
129     rt.show();
130     cout<<" About causal typist :"<<endl;
131     ct.show();
132
133     return 0;
134}

```

### output

About teacher:

name	code	subject	publication	qualification
------	------	---------	-------------	---------------

Ataur	420	programming with c++	Tata McGraw Hill	PHD from programming-
-------	-----	----------------------	------------------	-----------------------

About officer:

name	code	Catagory	Qualification
Md. Rashed	222	First class	2 years experienced

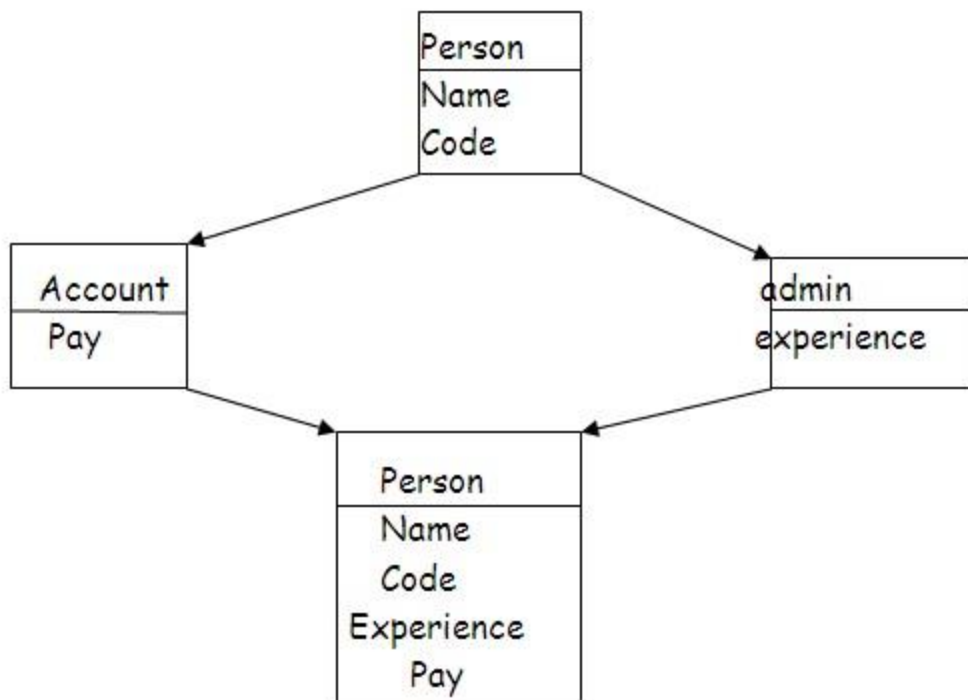
About regular typist :

name	code	speed	wage
Robiul Awal	333	85.5	15000

About causal typist :

name	code	speed	wage
Kawser	333	78.900002	10000

**8.5: Consider a class network of the following figure. The class master derives information from both account and admin classes which in turn derives information from the class person. Define all the four classes and write a program to create, update and display the information contained in master objects.**



Solution:

```

1  #include<iostream.h>
2  #include<iomanip.h>
3  #include<string.h>
4
5  class staff
6  {
7      protected:
8          int code;
9          char name[100];
10     public:
11         void set_info(char *n,int c)
12         {
13             strcpy(name,n);
14             code=c;
15         }
16 };
17
18 class education:public staff
19 {
20     protected:
21         char quali[100];
22     public:
23         void set_qualification(char *q){strcpy(quali,q);}
24 };
25

```

```

26 class teacher : public education
27 {
28     protected:
29     char sub[100],publication[100];
30     public:
31     void set_details(char *s,char *p)
32     {
33         strcpy(sub,s);strcpy(publication,p);
34
35     }
36
37     void show()
38     {
39         cout<<"name"<<setw(8)<<"code"<<setw(15)<<"subject"<<setw(22)
40 <<"publication"<<setw(25)<<"qualification"<<endl<<"name"<<setw(8)
41 <<"code"<<setw(25)<<"sub"<<setw(18)<<"publication"<<setw(25)<<"qual
42 <<endl;
43     }
44 };
45
46 class officer:public education
47 {
48     char grade[100];
49     public:
50     void set_details(char *g)
51     {
52         strcpy(grade,g);
53     }
54
55     void show()
56     {
57         cout<<"name"<<setw(15)<<"code"<<setw(15)<<"Catagory"
58 <<setw(22)<<"Qualification"<<endl<<"name"<<setw(10)
59 <<"code"<<setw(15)<<"grade"<<setw(25)<<"quali"<<endl<<endl;
60     }
61 };
62
63 class typist: public staff
64 {
65     protected:
66     float speed;
67     public:
68     void set_speed(float s)
69     {
70         speed=s;
71     }
72 };
73 class regular:public typist
74 {
75     protected:
76     float wage;

```

```

77     public:
78     void set_wage(float w){ wage=w;}
79     void show()
80     {
81         cout<<"name"<<setw(16)<<"code"<<setw(15)<<"speed"<<setw(15)
82 <<"wage"<<endl<<name<<setw(10)<<code<<setw(15)<<speed
83 <<setw(15)<<wage<<endl<<endl;
84     }
85 };
86 class causal:public typist
87 {
88     float wage;
89     public:
90     void set_wage(float w){ wage=w;}
91
92     void show()
93     {
94         cout<<"name"<<setw(16)<<"code"<<setw(15)<<"speed"<<setw(15)
95 <<"wage"<<endl<<name<<setw(10)<<code<<setw(15)<<speed
96 <<setw(15)<<wage<<endl<<endl;
97     }
98
99 };
100
101 int main()
102 {
103
104     teacher t;
105     t.set_info("Ataur",420);
106     t.set_details("programming with c++"," Tata McGraw Hill");
107     t.set_qualification("PHD from programming ");
108     officer o;
109     o.set_info("Md. Rashed",222);
110     o.set_details("First class");
111     o.set_qualification("2 years experienced");
112     regular rt;
113     rt.set_info("Robiul Awal",333);
114     rt.set_speed(85.5);
115     rt.set_wage(15000);
116     causal ct;
117     ct.set_info("Kawser Ahmed",333);
118     ct.set_speed(78.9);
119     ct.set_wage(10000);
120     cout<<" About teacher: "<<endl;
121     t.show();
122     cout<<" About officer:"<<endl;
123     o.show();
124     cout<<" About regular typist :"<<endl;
125     rt.show();
126     cout<<" About causal typist :"<<endl;
127     ct.show();

```

```

128
129 return 0;
130}

```

### output

name	code	Experience	payment
Hasibul	111	3 years	1500tk

**8.6: In exercise 8.3 the classes teacher, officer, and typist are derived from the class staff. As we know we can use container classes in place of inheritance in some situations. Redesign the program of exercise 8.3 such that the classes teacher, officer and typist contain the objects of staff.**

Solution:

```

1 #include<iostream.h>
2 #include<iomanip.h>
3 #include<string.h>
4
5 class staff
6 {
7     public:
8         int code;
9         char name[100];
10    public:
11    void set_info(char *n,int c)
12    {
13        strcpy(name,n);
14        code=c;
15    }
16};
17
18class teacher : public staff
19{
20    protected:
21    char sub[100],publication[100];
22    public:
23    void set_details(char *s,char *p)
24    {
25        strcpy(sub,s);strcpy(publication,p);
26    }
27    void show()
28    {
29        cout<<"name"<<setw(8)<<"code"<<setw(15)<<"subject"<<setw(25)
30<<"publication"<<endl<<name<<setw(8)<<code<<setw(25)<<sub

```

```

31<<setw(22)<<publication<<endl;
32    }
33};
34
35    class officer:public staff
36{
37    char grade[100];
38    public:
39    void set_details(char *g)
40    {
41        strcpy(grade,g);
42    }
43    void show()
44    {
45        cout<<" name "<<setw(15)<<"code"<<setw(15)<<"Catagory "<<endl
46            <<name<<setw(10)<<code<<setw(15)<<grade<<endl;
47    }
48};
49
50class typist: public staff
51{
52    protected:
53    float speed;
54    public:
55    void set_speed(float s)
56    {
57        speed=s;
58    }
59    void show()
60    {
61        cout<<" name "<<setw(15)<<"code"<<setw(15)<<"speed"<<endl
62            <<name<<setw(10)<<code<<setw(15)<<speed<<endl<<endl;
63    }
64};
65
66    int main()
67{
68
69    teacher t;
70    t.set_info("Ataur",420);
71    t.set_details("programming with c++"," Tata McGraw Hill");
72
73    officer o;
74    o.set_info("Md. Rashed",222);
75    o.set_details("First class");
76
77    typist tp;
78    tp.set_info("Robiul Awal",333);
79    tp.set_speed(85.5);
80
81    cout<<" About teacher: "<<endl;

```

```

82     t.show();
83     cout<<" About officer:"<<endl;
84     o.show();
85     cout<<" About typist :"<<endl;
86     tp.show();
87     return 0;
88}

```

### output

About teacher:

name	code	subject	publication
Ataur	420	programming with c++	Tata McGraw Hill

About officer:

name	code	Catagory
Md. Rashed	222	First class

About typist :

name	code	speed
Robiul Awal	333	85.5

**8.7: We have learned that OOP is well suited for designing simulation programs. Using the techniques and tricks learned so far, design a program that would simulate a simple real-world system familiar to you**

Solution:

```

1  #include<iostream.h>
2  #include<stdio.h>
3  #include<string.h>
4  #include<iomanip.h>
5  #include<conio.h>
6
7  char *sub[10]={ "Bangla 1st paper","Bangla 2nd paper","English 1st paper",
8                  "English 2nd paper","Mathematics","Religion",
9                  "Physics","Chemistry","Sociology","Higher Mathematics"};
10
11 class student_info
12 {

```



```

13
14     public:
15         char name[40];
16         char roll[20];
17     public:
18         void set_info();
19 };
20
21 void student_info::set_info()
22 {
23     cout<<"Enter student name : ";
24     gets(name);
25     cout<<"Enter roll: ";
26     gets(roll);
27 }
28
29 class subject :public student_info
30 {
31
32     public:
33         float mark[10];
34
35     public:
36         void set_mark();
37 };
38
39 void subject::set_mark()
40 {
41     cout<<" marks of : \n";
42     for(int i=0;i<10;i++)
43     {
44         cout<<sub[i]<<" = ? ";
45         cin>>mark[i];
46     }
47
48 }
49 class conversion :public subject
50 {
51     float gpa[10];
52     char grade[20][20];
53     public:
54     void convert_to_gpa();
55     void show();
56 };
57 void conversion::convert_to_gpa()
58 {
59     for(int i=0;i<10;i++)
60     {
61         if(mark[i]>=80)
62         {
63             gpa[i]=5.00;

```

```

64         strcpy(grade[i],"A+");
65     }
66     else if(mark[i]>=70 && mark[i]<80)
67     {
68         gpa[i]=4.00;
69         strcpy(grade[i],"A");
70     }
71     else if(mark[i]>=60 && mark[i]<70)
72     {
73         gpa[i]=3.50;
74         strcpy(grade[i],"A-");
75     }
76     else if(mark[i]>=50 && mark[i]<60)
77     {
78         gpa[i]=3.00;
79         strcpy(grade[i],"B");
80     }
81     else if(mark[i]>=40 && mark[i]<50)
82     {
83         gpa[i]=2.00;
84     strcpy(grade[i],"C");
85     }
86     else if(mark[i]>=33 && mark[i]<40)
87     {
88         gpa[i]=1.00;
89         strcpy(grade[i],"D");
90     }
91     else
92     {
93         gpa[i]=0.00;
94         strcpy(grade[i],"Fail");
95     }
96 }
97 }
98
99 void conversion::show()
100{
101     cout<<" result of \n";
102     cout<<"name : "<<name<<"\n";
103     cout<<"Roll : "<<roll<<"\n";
104     cout<<setw(25)<<"Subject"<<setw(17)<<"Marks"
105         <<setw(14)<<"GPA"<<setw(12)<<"Grade \n";
106     for(int i=0;i<10;i++)
107     {
108         cout<<setw(25)<<sub[i]<<setw(15)<<mark[i]
109         <<setw(15)<<gpa[i]<<setw(10)<<grade[i]<<"\n";
110     }
111}
112int main()
113{
114     clrscr();

```

```
115     conversion A;
116     A.set_info();
117     A.set_mark();
118     A.convert_to_gpa();
119     A.show();
120     getch();
121     return 0;
122 }
```

### output

Enter student name : santo

Enter roll: 156271

marks of :

Bangla 1st paper = ? 74

Bangla 2nd paper = ? 87

English 1st paper = ? 45

English 2nd paper = ? 56

Mathematics = ? 87

Religion = ? 59

Physics = ? 75

Chemistry = ? 65

Sociology = ? 39

Higher Mathematics = ? 86

result of

name :santo

Roll : 156271

Subject	Marks	GPA	Grade
Bangla 1st paper	74	4	A
Bangla 2nd paper	87	5	A+

English 1st paper	45	2	C
English 2nd paper	56	3	B
Mathematics	87	5	A+
Religion	59	3	B
Physics	75	4	A
Chemistry	65	3.5	A-
Sociology	39	1	D
Higher Mathematics	86	5	A+

## Chapter 9

### Review Questions

**9.1: What does polymorphism mean in C++ language?**

Ans: In short, polymorphism means one thing with several distinct forms.

– In details, using operators or functions in different ways, depending on what they are operating on, is called polymorphism.

**9.2: How is polymorphism achieved at (a) compile time, and (b) run time?**

Ans: Polymorphism can be achieved at compile time by early binding. Early binding means an object is bound to its function call at compile time.

And we can achieve run time polymorphism by a mechanism known as virtual function.

**9.3: Discuss the different ways by which we can access public member functions of an object.**

Ans: We can access public member functions of an object by

- (i) Object name and dot membership operator.
- (ii) Pointer to object and function name.

**9.4: Explain, with an example, how you would create space for an array of objects using pointers.**

Ans: We can also create an array of objects using pointers. For example, the statement `item *ptr = new item [10];` // array of 10 objects. creates memory space for an array of 10 objects of item.

**9.5: What does this pointer point to?**

Ans: 'this' pointer points to invoking object.

**9.6: What are the applications of this pointer?**

Ans: One important application of the pointer 'this' is to return the object it points to. For example, the statement `return * this;` inside a member function will return the object that invoked the function.

**9.7: What is a virtual function?**

Ans: When we use the same function name in both the base and derived classes the function in the base class is declared as virtual using the keyword `virtual` preceding its normal declaration.

**9.8: Why do we need virtual functions?**

Ans: If we need same function name at base class and derived class then, we need virtual function.

**9.9: When do we make a virtual function "pure"? What are the implications of making a function a pure virtual function?**

Ans: When a function is defined as empty, then this function is called a do nothing function. The implications of making a function a pure virtual function is to achieve run time polymorphism.

**9.10: State which of the following statements are TRUE or FALSE.**

- (a) Virtual functions are used to create pointers to base classes.
- (b) Virtual functions allow us to use the same function call to invoke member functions of objects of different classes.

- (c) A pointer to a base class cannot be made to point to objects of derived class.
- (d) this pointer points to the object that is currently used to invoke a function.
- (e) this pointer can be used like any other pointer to access the members of the object it points to.
- (f) this pointer can be made to point to any object by assigning the address of the object.
- (g) Pure virtual functions force the programmer to redefine the virtual function inside the derived classes.

Ans:

- (a) TRUE
- (b) TRUE
- (c) FALSE
- (d) TRUE
- (e) TRUE
- (f) TRUE
- (g) TRUE

## Debugging Exercises

9.1: Identify the error in the following program.

```
#include <iostream.h>
class Info
{
    char* name;
    int Number;
public:
    void getInfo()
    {
        cout << "Info::getInfo";
        getName();
    }

    void getName()
    {
        cout << "Info::getName";
    }
};

class Name: public Info
{
    char *name;
public:
    void getName()
    {
        cout << "Name::getName";
    }
};
```

```

void main()
{
    Info *P;
    Name n;
    P = n;
    p->getInfo();
}
/*

```

Solution: Here P=n will replace with P=&n in the main() function. Because P is a pointer.

## 9.2: Identify the error in the following program.

```

#include <iostream.h>;
class Person
{
    int age;
public:
    Person()
    {
    }

    Person(int age)
    {
        this.age = age;
    }
    Person& operator < (Person &p)
    {
        return age < p.age? p: *this;
    }
    int getAge()
    {
        return age;
    }
};

void main()
{
    Person P1 (15);
    Person P2 (11);
    Person P3;
    //if P1 is less than P2
    P3 = P1 < P2; P1.lessthan(P2)
    cout << P3.getAge();
}
/*

```

Solution: The function

```
person (int age)
{
    this.age = age;
}
```

should write like as...

```
person (int age)
{
    --this > age = age;
}
```

### 9.3: Identify the error in the following program.

```
#include <iostream.h>
class Human
{
public:
    Human()
    {
    }

    virtual ~Human()
    {
        cout << "Human::~Human";
    }
};
class Student: public Human
{
public:
    Student()
    {
    }
    ~Student()
    {
        cout << "Student::~Student()";
    }
};

void main()
{
    Human *H = new Student();
    delete H;
```



```
}
```

Solution: Here we cannot write `Human *H = new student();` in the `main()` function because base class's member includes in derived class's object so we should write this as follow  
`student *H = new Student();`

#### 9.4: Correct the errors in the following program.

```
class Human
{
private:
    int m;
public:
    void getdata()
    {
        cout << " Enter number:";
        cin >> m;
    }
};
main()
{
    test T;
    T->getdata();
    T->display();

    test *p;
    p = new test;
    p.getdata();
    (*p).display();
}
```

Solution: Here `T->getdata` replace with `T.getdata` and `T->display` replace with `T.display` in the `main()` function. Because in this program `T` is object to pointer.

#### 9.5: Debug and run the following program. What will be the output?

```
#include<iostream.h>
class A
{
protected:
    int a,b;
public:
    A(int x = 0, int y)
    {
```

```

        a = x;
        b = y;
    }
    virtual void print ();
};
class B: public A
{
    private:
        float p,q;
    public:
        B(intm, int n, float u, float v)
        {
            p = u;
            q = v;
        }
        B() {p = p = 0;}
        void input(float u, float v);
        virtual void print(float);
};
void A::print(void)
{
    cout << A values: << a <<" "<< b << "\n";
}
void B::print(float)
{
    cout << B values: << u <<" "<< v << "\n";
}
void B::input(float x, float y)
{
    p = x;
    q = y;
}
main()
{
    A a1(10,20), *ptr;
    B b1;
    b1.input(7.5,3.142);

    ptr = &a1;
    ptr->print();

    ptr = &b1;
    ptr->print();
}

```

## Programming Exercises

**9.1: Create a base class called shape. Use this class to store two double type values that could be used to compute the area of figures. Derive two specific classes called triangle and rectangle from the base shape. Add to the base class, a member function get\_data() to initialize base class data members and another member function display\_area() to compute and display the area of figures. Make display\_area() as a virtual function and redefine this function in the derived classes to suit their requirements.**

Using these three classes, design a program that will accept dimensions of a triangle or a rectangle interactively, and display the area.

Remember the two values given as input will be treated as lengths of two sides in the case of rectangles and as base and height in the case of triangles, and used as follows:

Area of rectangle =  $x * y$

Area of triangle =  $\frac{1}{2} * x * y$

Solution:

```
1 #include<iostream.h>
2 #include<iomanip.h>
3 class shape
4 {
5     public:
6     double x,y;
7     public:
8     void get_data()
9     {
10         cin>>x>>y;
11     }
12     double get_x(){return x;}
13     double get_y(){return y;}
14     virtual void display_area(){ }
15 };
16
17
18 class triangle:public shape
19 {
20     public:
21     void display_area()
22     {
23         double a;
24         a=(x*y)/2;
25         cout<<" Area of triangle = "<<a<<endl;
26     }
27 }
28 };
29 class rectangle:public shape
30 {
```

```

31     public:
32     void display_area()
33     {
34         double a;
35         a=x*y;
36         cout<<" Area of rectangle = "<<a<<endl;
37     }
38 };
39     int main()
40 {
41
42     shape *s[2];
43     triangle t;
44     s[0]=&t;
45     rectangle r;
46     s[1]=&r;
47     cout<<" Enter the value of x & y for triangle: ";
48     s[0]->get_data();
49     cout<<" Enter the value of x & y for rectangle: ";
50     s[1]->get_data();
51     s[0]->display_area();
52     s[1]->display_area();
53     return 0;
54 }

```

### output

Enter the value of x & y for triangle: 12 26

Enter the value of x & y for rectangle: 24 14

Area of triangle = 156

Area of rectangle = 336

**9.2: Extend the above program to display the area of circles. This requires addition of a new derived class 'circle' that computes the area of a circle. Remember, for a circle we need only one value, its radius, but the get\_data() function in base class requires two values to be passed.(Hint: Make the second argument of get\_data() function as a default one with zero value.)**

Solution:

```

1 #include<iostream.h>
2 #include<iomanip.h>
3 #define pi 3.1416
4 class shape

```

```

5 {
6     public:
7     double x,y;
8     public:
9     void get_data(double a,double b)
10    {
11        x=a;
12        y=b;
13
14    }
15    double get_x(){return x;}
16    double get_y(){return y;}
17    virtual void display_area(){ }
18};
19
20class triangle:public shape
21{
22    public:
23    void display_area()
24    {
25        double a;
26        a=(x*y)/2;
27        cout<<" Area of triangle = "<<a<<endl;
28
29    }
30};
31
32    class rectangle:public shape
33{
34    public:
35    void display_area()
36    {
37        double a;
38        a=x*y;
39        cout<<" Area of rectangle = "<<a<<endl;
40    }
41};
42class circle:public shape
43{
44    public:
45    void display_area()
46    {
47        double a;
48        a=pi*x*x;
49        cout<<" Area of circle = "<<a<<endl;
50    }
51};
52
53int main()
54{
55

```

```

56         shape *s[3];
57
58     triangle t;
59     s[0]=&t;
60
61     rectangle r;
62     s[1]=&r;
63
64     circle c;
65     s[2]=&c;
66     double x,y;
67     cout<<" Enter the value of x & y for triangle: ";
68     cin>>x>>y;
69     s[0]->get_data(x,y);
70     cout<<" Enter the value of x & y for rectangle: ";
71     cin>>x>>y;
72     s[1]->get_data(x,y);
73     cout<<" Enter the radius of circle : ";
74     double rd;
75     cin>>rd;
76     s[2]->get_data(rd,0);
77     cout<<endl<<endl;
78     s[0]->display_area();
79     s[1]->display_area();
80     s[2]->display_area();
81
82     return 0;
83}

```

### output

Enter the value of x & y for triangle: 10    24

Enter the value of x & y for rectangle: 14    23

Enter the radius of circle : 12

Area of triangle = 120

Area of rectangle = 322

Area of circle = 452.3904

### 9.3: Run the program above with the following modifications:

(a) Remove the definition of display\_area() from one of the derived classes.

(b) In addition to the above change, declare the `display_area()` as virtual in the base class `shape`.  
Comment on the output in each case.

Solution:

```
1 #include<iostream.h>
2 #include<iomanip.h>
3 #define pi 3.1416
4 class shape
5 {
6 public:
7     double x,y;
8 public:
9     void get_data(double a,double b)
10 {
11     x=a;
12     y=b;
13 }
14 }
15 double get_x(){return x;}
16 double get_y(){return y;}
17 virtual void display_area(){ }
18 };
19 class triangle:public shape
20 {
21 public:
22     void display_area()
23 {
24     double a;
25     a=(x*y)/2;
26     cout<<" Area of triangle = "<<a<<endl;
27 }
28 };
29 class rectangle:public shape
30 {
31 public:
32     void display_area()
33 {
34     double a;
35     a=x*y;
36     cout<<" Area of rectangle = "<<a<<endl;
37 }
38 };
39 class circle:public shape
40 {
41 public:
42     void display_area()
43 {
44     double a;
```

```

45     a=pi*x*x;
46     cout<<" Area of circle = "<<a<<endl;
47 }
48};
49
50int main()
51{
52
53     shape *s[3];
54     triangle t;
55     s[0]=&t;
56
57     rectangle r;
58     s[1]=&r;
59     circle c;
60     s[2]=&c;
61     double x,y;
62     cout<<" Enter the value of x & y for triangle: ";
63     cin>>x>>y;
64     s[0]->get_data(x,y);
65     cout<<" Enter the value of x & y for rectangle: ";
66     cin>>x>>y;
67     s[1]->get_data(x,y);
68     cout<<" Enter the radius of circle : ";
69     double rd;
70     cin>>rd;
71     s[2]->get_data(rd,0);
72     cout<<endl<<endl;
73     s[0]->display_area();
74     s[1]->display_area();
75     s[2]->display_area();
76
77     return 0;
78}

```

### **output**

Enter the value of x & y for triangle: 28 32

Enter the value of x & y for rectangle: 25 36

Enter the radius of circle : 20

Area of triangle = 448

Area of rectangle = 900

Area of circle = 1256.64



## Chapter 10

### Review Questions

#### 10.1: What is a stream?

Ans: The I/O system in C++ is designed to work with a wide variety of devices including terminals, disks and tape drives. Although each device is very different, the I/O system supplies an interface to the programmer that is independent of the actual device being accessed. This interface is known as stream.

#### 10.2: Describe briefly the features of I/O system supported by C++.

Ans: See table 10.1, page 293 of Balagurusamy.

#### 10.3: How do the I/O facilities in C++ differ from that in C?

Ans: We can design our own manipulators for certain special purposes in C++ but not in C.

**Example :**

```
1 ostream & unit (ostream & output)
2 {
3     output << "Tk";
4     return output;
5 }
6 The statement
7     cout << 100 << unit;
8 will print
9     100 Tk.
```

#### 10.4: Why are the words such as cin and cout not considered as keywords?

Ans: cin and cout are related to iostream object, that's why we must include iostream header file in our program to use cin and cout.

Hence cin and cout are considered as iostream objects, not keywords.

#### 10.5: How is cout able to display various types of data without any special instructions?

Ans: The biggest single advantage to the stream methods is: they are type-safe. If you change a variable's type, the subsequent stream operations using that variable will either automatically accommodate the change, or will indicate an incompatibility at compile time. Thus cout is able to display various types of data without any special instructions.

**10.6: Why is it necessary to include the file iostream in all our programs?**

Ans: Because any program has input or output statements and without iostream header file we cannot use input or output statements, that's why it is necessary to include the file iostream in all our programs.

**10.7: Discuss the various forms of get() function supported by the input stream. How are they used?**

Ans: There are two types of get ( ) functions. We can use both get(char\*) and get(void) prototype to fetch a character including the blank space.

**10.8: How do the following two statements differ in operation?**

```
cin >> c;  
cin.get(c);
```

Ans: cin>>c will read a character but it will skip the white space and new line character. cin.get (c); will read a character including white space and newline character.

**10.9: Both cin and getline() function can be used for reading a string. Comment.**

Ans: cin reads a string and stops when a space or newline is encountered. getline ( ) function reads a whole line of text that ends with a newline character.

**10.10: Discuss the implications of size parameter in the following statement:  
cout.write(line, size);**

Ans: cout.write (line, size)

The first argument line represents the name of the string to be displayed and the second argument size indicates the number of characters to display.

**10.11: What does the following statement do?**

```
cout.write(s1,m).write(s2,n);
```

Ans: The statement  
`cout.write(s1,m).write (s2,n);`  
is equivalent to the following two statements;  
`cout.write(s1,m);`  
`cout.write(s2,n);`  
So, `cout.write (s1,m).write (s2,n);` will print two string s1 and s2

#### 10.12: What role does the `iomanip` file play?

Ans: The header file `iomanip` provides a set of functions called manipulators which can be used to manipulate the output formats.

#### 10.13: What is the role of `fill()` function? When do we use this function?

Ans: `fill ( )` is known as filling and padding function. The unused positions of the field are filled with white spaces, by default. We can use the `fill ( )` function to fill the unused positions by any desired character.

General form :  
`cout.fill (ch);`  
Example :  
`cout.fill ('*');`

#### 10.14: Discuss the syntax of `set()` function.

Ans: syntax of `set` function:  
`cout.setf (arg1, arg2);`  
here `arg1` is one of the formatting flags  
and `arg2` is bit field.

Example:  
`cout.setf (ios::left, ios :: adjust field);`

#### 10.15: What is the basic difference between manipulators and `ios` member functions in implementation? Give examples.

Ans: We can design our manipulator using manipulator function, which can not be done by `ios` member functions

Example :

```
1 ostream & show (ostream & output)
2 {
3     output.setf (ios :: showpoint);
4     output.setf (ios :: showpos);
5     output << setw(10);
6     return output;
7 }
```

This function defines a manipulator called show that turns on the flags showpoint and showpos declared in the class ios and sets the field width to 10.

**10.16: State whether the following statements are TRUE or FALSE.**

- (a) A C++ stream is a file.
- (b) C++ never truncates data.
- (c) The main advantage of width() junction is that we can use one width specification for more than one items.
- (d) The get(void) function provides a single-character input that does not skip over the white spaces.
- (e) The header file iomanip can be used in place of iostream.
- (f) We cannot use both the C 110 functions and C++ 110 functions in the same program.
- (g) A programmer can define a manipulator that could represent a set of format functions.

Ans:

- (a) TRUE
- (b) FALSE
- (c) FALSE
- (d) TRUE
- (e) TRUE
- (f) FALSE
- (g) TRUE

## Debugging Exercises

**10.1: Sorry this question is missed. We will try to give this question with solution very soon. Stay with us**

**10.2: Will the statement cout.setf(ios::right) work or not?**

```
1 #include <iostream.h>
2 void main()
3 {
4     cout.width(5);
5     cout << "99" << endl;
```

```

6
7   cout.setf(ios::left);
8   cout.width(5);
9   cout << "99" << endl;
10
11  cout.setf(ios::right);
12  cout << "99" << endl;
13}

```

Solution: `cout.setf(ios :: right)` will not work because `width()` function was not invoked before `cout.setf(ios :: right)`

### 10.3: State errors, if any, in the following statements.

(a) `cout << (void*) amount;` (b) `cout << put ("John") ;` (c) `cout << width();` (d) `int p = cout.width(10);` (e) `cout.width(10).precision(3);` (f) `cout.setf(ios::scientific,ios::left);` (g) `ch = cin.get();` (h) `cin.get().get();` (i) `cin.get(c).get();` (j) `cout << setw(5) << setprecision(2);` (k) `cout << resetiosflags(ios::left ios::showpos);`

Solution:

(a) missing

(b) `put ( )` a member function of `ostream` class. It is used to output a character. Hence it does not return any value; so `cout<<("John");` is not valid. **Correction :**  
`cout.put ('John');`

(c) `width ( )` function does not return any value. So `cout <`**Correction : `cout.width ( )`;**

(e) **`cout.width (10) precision (3);` must be written separately**

**`cout.width (10);`**

**`cout.precision (3);`**

(f) **If you want to see output as scientific format you can achieve this as follow:**

**`cout.setf (ios :: scientific, ios :: floatfield);`**

**If you want to see output at left field you can achieve this as follows:**

**`cout.setf (ios :: left, ios :: adjustfield);`**

(g) **No error**

(h) **cannot be concatenated;**

**Correction :**

**`cin.get ( )`**

**`cin.get ( )`**

(i) **No error**

(j) **No error**

(k) **No error**

## Programming Exercises

10.1: Write a program to read a list containing item name, item code, and cost interactively and produce a three column output as shown below.

Name	Code	Cost
Turbo C++	1001	250.95
C primer	905	95.70

.....

.....

Note that the name and code are left-justified and the cost is right justified with a precision of two digits. Trailing zeros are shown.

Solution:

```
1 #include<iostream.h>
2 #include<iomanip.h>
3 #include<string.h>
4 class item
5 {
6     char name[40];
7     int code;
8     float cost;
9     public:
10    void get_data(char *n,int c,float co)
11    {
12        strcpy(name,n);
13        code=c;
14        cost=co;
15    }
16    void display();
17
18 };
19
20 void item:: display()
21 {
22     cout.precision(2);
23     cout.setf(ios::fixed,ios::floatfield);
24     cout.setf(ios::showpoint);
25     cout.setf(ios::left,ios::adjustfield);
26     cout<<setw(40)<<name<<code;
27     cout.setf(ios::right,ios::adjustfield);
28     cout<<setw(15)<<cost<<endl;
29 }
30
```

```

31 int main()
32 {
33     item a[5];
34     a[0].get_data("Tarbo C++",1001,250.95);
35     a[1].get_data("C primer",905,95.7);
36     a[2].get_data("algorithm",1111,120.5);
37     a[3].get_data("principle of electronics",2220,150.85);
38     a[4].get_data("solution of balagurusamy",6666,145.00);
39     cout<<setw(10)<<"name"<<setw(34)<<"code"<<setw(15)<<"cost"<<endl;
40     for(int i=0;i<60;i++)
41         cout<<"-";
42     cout<<endl;
43     for(i=0;i<5;i++)
44         a[i].display();
45     return 0;
46}

```

### output

name	code	cost
Tarbo C++	1001	250.95
C Primer	905	95.70
algorithm	1111	120.50
Principle of electronics	2220	150.85
Solution of balaguruswamy	6666	145.00

### 10.2: Modify the above program to fill the unused spaces with hyphens.

Solution:

```

1 #include<iostream.h>
2 #include<iomanip.h>
3 #include<string.h>
4 class item
5 {
6     char name[40];
7     int code;
8     float cost;
9     public:
10    void get_data(char *n,int c,float co)

```

```

11     {
12         strcpy(name,n);
13         code=c;
14         cost=co;
15     }
16     void display();
17
18 };
19 void item:: display()
20 {
21
22     cout.precision(2);
23     cout.fill('-');
24     cout.setf(ios::fixed,ios::floatfield);
25     cout.setf(ios::showpoint);
26     cout.setf(ios::left,ios::adjustfield);
27     cout<<setw(40)<<name<<code;
28     cout.setf(ios::right,ios::adjustfield);
29     cout<<setw(15)<<cost<<endl;
30 }
31
32 int main()
33 {
34     item a[5];
35     a[0].get_data("Tarbo C++",1001,250.95);
36     a[1].get_data("C primer",905,95.7);
37     a[2].get_data("algorithm",1111,120.5);
38     a[3].get_data("principle of electronics",2220,150.85);
39     a[4].get_data("solution of balagurusamy",6666,145.00);
40     cout<<setw(10)<<"name"<<setw(34)<<"code"<<setw(15)<<"cost"<<endl;
41     for(int i=0;i<60;i++)
42         cout<<"-";
43     cout<<endl;
44     for(i=0;i<5;i++)
45         a[i].display();
46     return 0;
47 }

```

### output

name	code	cost
<hr/>		
Tarbo C++	1001	250.95
C Primer	905	95.70
algorithm	1111	120.50



**10.3: Write a program which reads a text from the keyboard and displays the following information on the screen in two columns:**

- (a) Number of lines
- (b) Number of words
- (c) Number of characters

Strings should be left-justified and numbers should be right-justified in a suitable field width.

Solution:

```
1 #include<iostream.h>
2 #include<iomanip.h>
3 #include<string.h>
4 #include<stdio.h>
5
6 int main()
7 {
8     char line[1000];
9     char ch;
10    int c;
11    int word,lines,chr;
12    word=0;
13    lines=0;
14    chr=0;
15    int end=0;
16    cout<<" Enter text : \n";
17    while(end==0)
18    {
19        c=0;
20        while((ch=getchar())!='\n')
21            line1=ch;
22        line1='\0';
23        if(line[0]=='\0')
24            break;
25        else
26        {
27            word++;
28            for(int i=0;line[i]!='\0';i++)
29                if(line[i]==' ' || line[i]=='\t' || line[i]=='\n')
30                    word++;
31        }
32        lines++;
33        chr+=strlen(line);
34    }
```

```

35
36     cout.setf(ios::left,ios::adjustfield);
37     cout<<setw(25)<<"Number of lines"<<setw(25)
38     <<"Number of words "<<"Number of characters "<<endl;
39     cout.setf(ios::right,ios::adjustfield);
40     cout<<setw(10)<<lines<<setw(24)<<word<<setw(25)<<chr<<endl<<endl;
41     return 0;
42}

```

### output

Enter text :

santo reads in class five.

He always speak the truth.

He respects his teachers.

He feels shy when I admire him.

I like his morality.

Number of lines	Number of words	Number of characters
-----------------	-----------------	----------------------

5	25	128
---	----	-----

**Note:** If you press the Enter button two times, the program will terminate.

## Chapter 11

### Review Questions

**11.1: What are input and output streams?**

Ans: The stream that supplies data to the program is known as input stream and one that receives data from the program is known as output stream.

**11.2: What are the steps involved in using a file in a C++ program?**

Ans: The I/O system of C++ handles file operations which are very much similar to the console

input and output operations. The input stream extracts data from the file and output stream inserts data to the file.

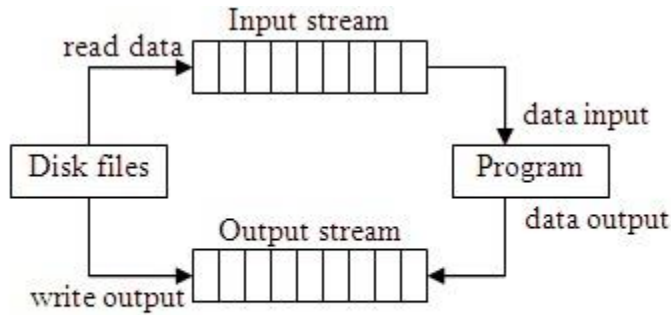


Fig : File input and output streams

### 11.3: Describe the various classes available for file operations.

Ans: See fig 11.3 of Balagurusamy, Page-325

### 11.4: What is the difference between opening a file with a constructor function and opening a file with open() function? When is one method preferred over the other?

Ans: When we open a file with a constructor a file name must be supplied during creation of object.

**Example :** ofstream outfile ("result"); //output only.

But when we use open ( ) function we can provide file name later.

**Example :**

```
ofstream outfile;
outfile.open ("Result");
```

Another difference is we can provide file modes using open ( ) function.

```
stream-object open ("file name", mode);
```

constructor method is preferred for only one file in the stream.

member function open ( ) of the class is preferred when we want to manage multiple files using one stream.

### 11.5: Explain how while(fin) statement detects the end of a file that is connected to fin stream

Ans: The given statement is  
while (fin)

An ifstream object, such as fin, returns a value of 0 if any error occurs in the file operation including the end-of-file condition. We know while loop will terminate when fin returns zero. Thus end of file is detected.

**11.6: What is a file mode? Describe the various file mode options available.**

Ans: File-mode specifies the purpose for which the file is opened.

Various file mode options :

Parameter	Meaning
ios::app	Append to end of file
ios::ate	Go to end of file on opening
ios::binary	Binary file
ios::in	open file for reading only
ios::nocreate	open fails if the file does not exist
ios::noreplace	open fails if file already exist
ios::out	open file for writing only.
ios::trunc	Delete the contents of the file if it exist.

**11.7: Write a statement that will create an object called fob for writing, and associate it with a file name DATA**

Ans: ofstream fob;  
fob.open ("DATA");

**11.8: How many file objects would you need to create to manage the following situations?**

- (a) To process four files sequentially.
- (b) To merge two sorted files into a third file. Explain.

Ans: (a) only a single stream object.

(b) In such case we need to create two separate input stream for handling the two input files and one output stream for handling the output file. That means require three stream object.

**11.9: Both ios::ate and ios::app place the file pointer at the end of the file (when it is opened). What then, is the difference between them?**

Ans: Both ios::ate and ios::app take us to the end of the file when it is opened. The difference between the two parameters is that the ios::app allows us to add data to the end of the file only. While ios::ate mode permits us to add data or to modify the existing data anywhere in the file.

**11.10: What does the “current position” mean when applied to files?**

Ans: The ‘current position’ applied to file means the byte location at which the next read or write operation will take place.

**11.11: Write statements using seekg() to achieve the following:**

- (a) To move the pointer by 15 positions backward from current position.
- (b) To go to the beginning after an operation is over.
- (c) To go backward by 20 bytes from the end.
- (d) To go to byte number 50 in the file.

Ans: Let, fout be an ofstream object.

- (a) `fout.seekg (-15,ios::cur);`
- (b) `fout.seekg(0,ios::beg);`
- (c) `fout.seekg (-20,ios::end);`
- (d) `fout.seekg (49,ios::beg);`

**11.12: What are the advantages of saving data in binary form?**

Ans: The binary format is more accurate for storing the numbers as they are stored in the exact internal representation. There are no conversions while saving the data and therefore saving is much faster read ( ) and write ( ) function do this job.

**11.13: Describe how would you determine number of objects in a file. When do you need such information?**

Ans: We can find out the total number of objects in a file using `object_length` as follows:

`in n = file_size/object_length;`

This information is required to

1. Display the contents of a file.
2. Modify an existing item
3. Adding new item
4. Deleting an existing item

**11.14: Describe the various approaches by which we can detect the end-of-file condition successfully.**

Ans: Let, `fin` be an object of `ifstream`. If end of file occurs `fin` returns zero. So we can use `while (fin)` to detect end of file.

**11.15: State whether the following statements are TRUE or FALSE.**

- (a) A stream may be connected to more than one file at a time.
- (b) A file pointer always contains the address of the file.
- (c) The statement `outfile.write(char * & obj,sizeof(obj));` writes only data in `obj` to `outfile`.
- (d) The `ios::ate` mode allows us to write data anywhere in the file.
- (e) We can add data to an existing file by opening in write mode.
- (f) The parameter `ios::app` can be used only with the files capable of output.
- (g) The data written to a file with `write()` function can be read with the `get()` function.
- (h) We can use the functions `tellp()` and `tellg()` interchangeably for any file.
- (i) Binary files store floating point values more accurately and compactly than the text files.
- (j) The `fin.fail()` call returns non-zero when an operation on the file has failed.

Ans:

- (a) FALSE
- (b) FALSE
- \* file pointer can be a synonym for current position.
- (c) TRUE
- (d) TRUE
- (e) TRUE
- (f) TRUE
- (g) FALSE
- (h) FALSE
- \* `tellp()` is for output file and `tellg()` for input file
- (i) TRUE
- (j) FALSE
- \* `fin.fail()` returns non-zero when an input or output operation on the file has failed.

## **Debugging Exercises**

**NOTE:** We are sorry to say that Debugging Exercise question no 11.1 , 11.2 and 11.3 is unfortunately missed. We will come back with this question and answers very soon. Stay tune with us. Happy coding

**11.4: Find errors in the following statements.**

- (a) ifstream.infile("DATA");
- (b) finl.getline(); //finl is input stream
- (c) if(finl.eof() == 0) exit(1);
- (d) close(f1);
- (e) infile.open(argc);
- (g) sfinout.open(file,ios::in |ios::out| ios::ate);

Solution:

- (a) Error : Improper use of ifstream.

**Correction :** ifstream infile ("DATA");

(b) Here you must give two argument for getline ( ) function one is string type variable name and another is string size. Such as

```
char s[20];
getline(s, 20);
```

(c) If we write

```
if (finl, eof ( ) == 0)
exit (1);
```

it input only one character from file and then it will exit.

(d) close ( ) is void type argument function so it will be fl.close ( )

(e) argc is called argument counter and agrv is called argument vector so to open data file we can write the statement like this:

```
infile.open (argv[1]) :
```

(f) The argument file must write as " file" because this is string type.

**Correction :**

```
fstream sfinout;
ios::out, ios::ate); | sfinout.open ("file", ios::in
```

## Programming Exercises

**11.1 Write a program that reads a text file and creates another file that is identical except that every sequence of consecutive blank spaces is replaced by a single space.**

Solution:

```
#include<iostream.h>
#include<fstream.h>
#include<stdio.h>
#include<string.h>
```

```
int main()
```

```

{
    ofstream of;    // of is a object of ofstream file.
    of.open("hasib.txt"); // open a text document file named "hasib" to write.
    char c;
    ifstream inf("santo.txt"); // open a text document file named "santo" to read.
    inf.get(c); // retrieve a single character from "santo" file.

    while(inf) // is character is '/0' ? if not go inside loop
    {
        if(c==' ') // is character is a space? If yes execute "if" statement.
        {
            while(inf) // is character is '/0' ? if not go inside loop
            {
                inf.get(c); // retrieve a single character from "santo" file.
                if(c!=' ') // is character is not a space?
                {
                    // If yes go outside the while loop.
                    break; // this is just for skip the space.
                }
            }
            of<<" "; // write single space to "hasib" text document file.
            of<<c; // write next charcter to "hasib" text document file.
        }
        else
        of<<c; // write single character where no space exists.
        inf.get(c); // retrieve a single character from "santo" text document again.
    }
    return 0;
}

```

Note: Before you run this program you just create a '.txt' document to a particular drive where your compiler was installed.

11.2 A file contains a list of telephone numbers in the following form

John        23456

Ahmed      9876

.....

the names contain only one word and the names and telephone numbers are separated by white spaces. Write program to read this file and output the list in two columns. The names should be left justified and the numbers should be right justified.



Solution:

```
#include<iostream.h>
#include<fstream.h>
#include<string.h>
#include<iomanip.h>

int main()
{
    char name[100],n[100],number[100];

    ifstream  santo("robin.txt");
    cout<<" Enter your desired name to find mobile number : " ;
    cin>>n;

    again:
    santo>>name;
    if(!strcmp(name,n))
    {
        santo.getline(number,100);
        cout<<setw(-20)<<name<<setw(25)<<number<<"\n";

    }
    else
    {
        if(santo.eof()!=0)
        cout<<" Sorry your input name is not found in list \n";
        else
        goto again;
    }
    return 0;
}
```

**Note:** You just create a ‘.txt’ document like as question no 11.1 which contains peoples name and phone number.

### **output**

```
Enter your desired name to find mobile number : john
john 23456
```

11.3 Write a program that will create a data file containing the list of telephone numbers given in exercise in 11.2. Use a class object to store each set of data.

Solution:

```
#include<iostream.h>
#include<fstream.h>
#define size 5

class phone
{
    public:
    void set_data();
};

void phone:: set_data()
{
    ofstream santo("phone.txt");
    char *name[size]={ "sattar","santo","kamruzzaman","robin","kawser"};
    char *number[size]
    ={"01673050495","01723783117","01818953250","+214324513","+455652132"};
    for(int i=0;i<size;i++)
    {
        santo.setf(ios::left,ios::adjustfield);
        santo.width(20);
        santo<<name[i];
        santo.setf(ios::right,ios::adjustfield);
        santo.width(15);
        santo<<number[i]<<"\n";
    }
}

int main()
{
    phone book;
    book.set_data();

    return 0;
}
```

**Note:** When you run this program, It will create a txt document named ‘phone’.

11.4 Write an interactive, menu-driven program that will access the file created in exercise 11.3 and implement the tasks:

(a) Determine the telephone number of the specified person.

- (b) Determine the name if a telephone number is known.  
(c) Update, the telephone number, whenever there is a change.

Solution:

```
#include<iostream.h>
#include<fstream.h>
#include<string.h>
#include<iomanip.h>

int main()
{
    char name[100],n[100],m[100],number[100];

    ifstream  santo("robin.txt");
    int test;
    cout<<" Press 1  to find mobile number of specified person\n "
        <<" Press 2  to find name of specified number \n"
        <<" Press 3 to update number \n"
        <<" What is your option ?: ";
    cin>>test;

    if(test==1)
    {
        cout<<" Enter the desired name : ";
        cin>>n;
        cout<<"\n";
        again1:
        santo>>name;
        if(!strcmp(name,n))
        {
            santo.getline(number,100);
            cout<<setw(-20)<<name<<setw(25)<<number<<"\n";

        }
        else
        {
            if(santo.eof()!=0)
            cout<<" Sorry your input name is not found in list \n";
            else
            goto again1;
        }
    }

    else if(test==2)
    {
```

```

cout<<" Enter the desired number : ";
cin>>n;
cout<<"\n";
again2:
santo>>name;
santo>>number;

if(!strcmp(number,n))
{

    cout<<setw(-20)<<number<<setw(25)<<name<<"\n";

}
else
{
    if(santo.eof()!=0)
        cout<<" Sorry your input number is not found in list \n";

    else
        goto again2;
}
}
else if(test == 3)
{
    ofstream hasib("modified.txt");
    cout<<"Enter the name whose number have to change : ";
    cin>>n;
    again3:
    santo>>name>>number;

    if(!strcmp(n,name))
    {
        cout<<" Enter changed mobile number of"<<name<<":  ";
        cin>>m;
        hasib.setf(ios::left,ios::adjustfield);
        hasib.width(20);
        hasib<<name;
        hasib.setf(ios::right,ios::adjustfield);
        hasib.width(15);
        hasib<<m<<"\n";
        while(santo)
        {
            santo>>name>>number;
            hasib.setf(ios::left,ios::adjustfield);
            hasib.width(20);
            hasib<<name;
            hasib.setf(ios::right,ios::adjustfield);
            hasib.width(15);
            hasib<<number<<"\n";
        }
    }
}

```

```

else
{
    if(santo.eof()!=0)
        cout<<" Sorry your input name is not available \n";
    else
    {
        hasib.setf(ios::left,ios::adjustfield);
        hasib.width(20);
        hasib<<name;
        hasib.setf(ios::right,ios::adjustfield);
        hasib.width(15);
        hasib<<number<<"\n";
        goto again3;
    }
}

}

return 0;
}

```

### **During First Run :**

#### **output**

Press 1 to find mobile number of specified person  
 Press 2 to find name of specified number  
 Press 3 to update number  
 What is your option ?: 1  
 Enter the desired name : john  
 john 23456

### **During Second Run :**

#### **output**

Press 1 to find mobile number of specified person  
 Press 2 to find name of specified number  
 Press 3 to update number  
 What is your option ?: 3  
 Enter the name whose number have to change : Ahmed  
 Enter changed mobile number of Ahmed : 9876

# Chapter 12

## Review Questions

### 12.1: What is generic programming? How is it implemented in C++?

Ans: Generic programming is an approach where generic types are used as parameters in algorithms so that they work for variety of suitable data types and data structures.

It is implemented in C++ using class templates.

### 12.2: A template can be considered as a kind of macro. Then, what is the difference between them?

Ans: Templates are a feature of the C++ programming language that allows functions and classes to be operated with generic types. This allows a function or class to work on many different data types without being written for each one. Templates are of great utility to programmers in C++, especially when combined with multiple inheritance and operator overloading. The C++ STL provides many useful functions within a framework of connected templates.

On the other hand the # define directive is typically used to associate meaningful identifiers with constants, keywords and commonly used statements or expressions. Identifiers that represent constants are sometimes called “symbolic constant” or “manifest constant”.

Identifiers that represent statements or expressions are called “macros”. In this preprocessor documentation only the term ‘macro’ is used.

### 12.3: Distinguish between overloaded functions and function templates.

Ans: Basic difference is function body will not differ in function overloading.

### 12.4: Distinguish between the terms class template and template class.

Ans: Class template is a generic class. The class template definition is very similar to an ordinary class definition except the prefix template and the use of type T.

On the other hand a class created from a class template is called a template class. The process of creating a specific class from a class template is called instantiation.

### 12.5: A class (or function) template is known as a parameterized class (or function).

**Comment.**

Ans: When an object of specific type is defined for actual use, the template definition for that class is substituted with the required data type. Since a template is defined with a parameter that would be replaced by a specified data type at the time of actual use of the class or function, the templates are called parameterized classes or functions.

**12.6: State which of the following definitions are illegal.**

(a) temnplate

class city

{..... };

(b) template

class city

{..... }

(c) template

class city

{..... };

(d) template

class city

{..... };

(e) class

class list

{..... };

(f) class

class list

{..... };

Ans:

(a) Ok

(b) Illegal (type name expected)

template < class P, class R, class s>

class city

{..... }

(c) Ok

(d) Ok

(e) Ok

(f) Ok

**12.7: Identify which of the following junction template definitions are illegal.**

(a) template  
void fun(A, B)  
{.... };

(b) template  
void fun(A, A)  
{..... };

(c) template  
void fun(A, A)  
{..... };

(d) template  
T fun(T, R)  
{..... };

(c) template  
A fun(int A)  
{..... };

Ans:

- (a) Illegal
- (b) Ok
- (c) Ok
- (d) Ok

## **Debugging Exercises**

**12.1: Identify the error in the following program.**

```
1 #include<iostream.h>
2 class Test
3 {
4     int intNumber;
5     float floatNumber;
6 public:
7     Test()
8     {
```



```

9      intNumber = 0;
10     floatNumber = 0.0;
11 }
12 int getNumber()
13 {
14     return intNumber;
15 }
16 float getNumber()
17 {
18     return floatNumber;
19 }
20};
21void main ()
22 {
23     Test objTest1;
24     objTest1.getNumber();
25 }

```

Solution: It shows an ambiguity error, because the compiler considers `int getNumber()` and `float getNumber()` as the same function. It happened because you wrote `objTest1.getNumber();` in the `main()` function.

## 12.2: Identify the error in the following program.

```

1 #include<iostream.h>
2 template <class R1, class T2>
3 class Person
4 {
5     T1 m_t1;
6     T2 m_t2;
7 public:
8     Person(T1 t1, T2 t2)
9     {
10         m_t1 = t1;
11         m_t2 = t2;
12         cout << m_t1 << " " << m_t2 << endl;
13     }
14     Person(T2 t2, T1 t1)
15     {
16         m_t2 = t2;
17         m_t1 = t1;
18         cout << m_t1 << " " << m_t2 << endl;
19     }
20};
21void main ()
22 {
23     Person< int, float> objPerson1(1, 2.345);
24     Person<float, char> objPerson2(2.132, 'r');

```

25 }

Solution: Here the two functions ['person (T1 t1, T2, t2)' and 'person (T2 t2, T1, t1)'] are same. So you can write one of them.

**12.3: Identify the error in the following program.**

```
1 #include<iostream.h>
2 template<class T1, class T2>
3 T1& MinMax(T1 t1, T1 t2)
4 {
5     return t1 > t2 ? ta : t2;
6     cout << " ";
7 }
8 void main()
9 {
10     cout << ++MinMax(2, 3);
11 }
```

Solution: There is no error in this program. It will run successfully.

**12.4: Find errors, if any, in the following code segment.**

```
1template<class T>
2T max(T, T)
3{..... };
4unsigned int m;
5int main()
6{
7    max(m, 100);
8}
```

/

Solution: First you declared T as int type data and then declared as unsigned int type. So it will show error. If you write this as,  
unsigned int n = 100; [N.B must be in main() function]  
and max (m, n);  
then it will not show any error.

**Note:** Write 'return 0;' in the main() function.

## **Programming Exercises**

### 12.1: Write a function template for finding the minimum value contained in an array.

Solution:

```
#include<iostream.h>
const int size=5;
template <class T>
class vector
{
    T v[size];
public:
    vector(){}
    vector(T *b);
    void show();
    minimum(vector<T> &m);
};
template <class T>
vector<T>::vector(T *b)
{
    for(int i=0;i<size;i++)
        v[i]=b[i];
}
template<class T>
T vector<T>::minimum(vector<T> &m)
{
    int j=0;
    for(int k=1;k<size;k++)
    {
        if(m.v[j]>m.v[k])
            j=k;
    }
    return m.v[j];
}
template<class T>
void vector<T>::show()
{
    cout<<" "<<v[0];
    for(int i=1;i<size;i++)
        cout<<","<<v[i];
    cout<<")";
    cout<<"\n";
}
int main()
{
    int x[size]={5,7,3,1,8}; //size is 5;
    float y[size]={1.2,1.5,2.3,1.0,0.501};
    vector<int> v1;
    vector<float> v2;
```

```

        v1=x;
        v2=y;
        cout<<" minimum value = "<<v1.minimum(v1)<<" of array";
        v1.show();
        cout<<" minimum value = "<<v2.minimum(v2)<<" of array";
        v2.show();

    return 0;
}

```

### output

```

minimum value = 1 of array(5,7,3,1,8)
minimum value = 0.501 of array(1.2,1.5,2.3,1,0.501)

```

### 12.2: Write a class template to represent a generic vector. Include member functions to perform the following tasks:

- (a) To create the vector
- (b) To modify the value of a given element
- (c) To multiply by a scalar value
- (d) To display the vector in the following form (10, 20, 30 ...)

Solution:

```

#include<iostream.h>
#include<iomanip.h>
template <class santo>
class vector
{
    float *p;
    int size;
    public:
        void creat_vector(santo a);
        void set_element(int i,santo value);
        void modify(void);
        void multiply(santo b);
        void display(void);
};
template <class santo>
void vector<santo>::creat_vector(santo a)
{
    size=a;
    p=new float[size];
}
template <class santo>
void vector<santo>::set_element(int i,santo value)
{

```

```

        p[i]=value;
    }

template <class santo>
void vector<santo> :: multiply(santo b)
{
    for(int i=0;i<size;i++)
        p[i]=b*p[i];
}
template <class santo>
void vector<santo>:: display(void)
{
    cout<<"p["<<size<<"] = ( ";
    for(int i=0;i<size;i++)
    {
        if(i==size-1)
            cout<<p[i];
        else
            cout<<p[i]<<" , ";
    }
    cout<<")"<<endl;
}

template <class santo>
void vector<santo>::modify(void)
{
    int i;
    cout<<" to edit a given element enter position of the element : ";
    cin>>i;
    i--;
    cout<<" Now enter new value of "<<i+1<<"th element : ";
    santo v;
    cin>>v;
    p[i]=v;
    cout<<" Now new contents : "<<endl;
    display();

    cout<<" to delete an element enter position of the element : ";
    cin>>i;
    i--;

    for(int j=i;j<size;j++)
    {
        p[j]=p[j+1];
    }
    size--;
    cout<<" New contents : "<<endl;
    display();
}

```

```

int main()
{
    vector<float> hasib;
    int s;
    cout<<" enter size of vector : ";
    cin>>s;
    hasib.creat_vector(s);
    cout<<" enter "<<s<<" elements one by one : "<<endl;
    for(int i=0;i<s;i++)
    {
        float v;
        cin>>v;
        hasib.set_element(i,v);
    }
    cout<<" Now contents : "<<endl;
    hasib.display();
    cout<<" to multiply this vector by a scalar quantity enter this scalar quantity : ";
    float m;
    cin>>m;
    hasib.multiply(m);
    cout<<" Now contents : "<<endl;
    hasib.display();
    hasib.modify();
    return 0;
}

```

### output

enter size of vector : 4

enter 4 elements one by one :

4 3 2 5

Now contents :

p[4] = ( 4 , 3 , 2 , 5)

to multiply this vector by a scalar quantity enter this scalar quantity : 3

Now contents :

p[4] = ( 12 , 9 , 6 , 15)

to edit a given element enter position of the element : 2

Now enter new value of 2th element : 222

Now new contents :

$p[4] = (12, 222, 6, 15)$

to delete an element enter position of the element :3

New contents :

$p[3] = (12, 222, 15)$

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