Assignment 1

Create a class – Binary. Should have data member string s.

Member functions –

Public : Void read(void);

Private :Void chk_bin(void); --checks if the provided string has only 1s and 0s if not then exit(0)

Private :Void ones(void); -- create 1s compliment of the binary. Should call chk_bin for validity check

Public : Void displayones(void);--should call ones function and then display

Assignment 2

```
class ITEMS
{
    int itemCode[m];
    float itemPrice[m];
    int count;
  public:
    void CNT(void){count = 0;}        // initializes count to 0
    void getitem(void);
    void displaySum(void);
    void remove(void);
    void displayItems(void);
};
```

The output of Program 5.3 would be:

```
You can do the following; Enter appropriate number
1 : Add an item
2 : Display total value
3 : Delete an item
4 : Display all items
5 : Quit

What is your option?1
Enter item code :111
Enter item cost :100
```

Assignment 3

Using friend function add data objects of two different classes.

Note : Keep data members private. Pass objects of both classes as arguments to the friendly function.

Assignment 4

Swap private data members of class using friend function and pass by reference.

Void exchange(class1 &, class2 &);

Assignment 5

Class Matrxi – 3X3 array of int – private data member

Public member functions –

Void read();

Void display(); -- display in proper 3X3 matrix format

Friendly function-

Matrix trans(Matrix); -- creates a new Matrix object , transposes the given matrix object passed to the function and assigns to the new matrix object created and returns the same