```
// Define a class TravelPlan:
// Private members:
//   planCode       - long integer
//   place          - string
//   noOfTravellers - integer
//   noOfBuses      - integer
//
// Public memebers
//   constructor - to initialize planCode as 1001, place
//                 as "Agra", noOfTravellers as 5, noOfBuses as 1
//
//   newPlan()   - to enter planCode, place and noOfTravellers and
//                 assign the value of noOfBuses as per the following:
//                 noOfTravellers               noOfBuses
//                 --------------               ---------
//                 less than 20                 1
//                 >= 20 and < 40               2
//                 >= 40                        3
//
//   showPlan()  - display content of all the data members
//
//   destructor  - display "Travel planned successfully."

#include <iostream.h>
#include <stdio.h>
#include <string.h>
#include <conio.h>

class TravelPlan {
private:
    long planCode;
    char place[20];
    int noOfTravellers, noOfBuses;

public:
    TravelPlan() {
        planCode = 1001;
        strcpy(place, "Agra");
        noOfTravellers = 5;
        noOfBuses = 1;
    }

    void newPlan() {
        cout << "Enter plan code: "; cin >> planCode;
        cout << "Enter place: "; gets(place);
        cout << "Enter no. of travellers: "; cin >> noOfTravellers;

        int n = noOfTravellers;
        if (n < 20) noOfBuses = 1;
        else if (n >= 20 && n <= 40) noOfBuses = 2;
        else noOfBuses = 3;
    }

    void showPlan() {
        cout << "Plan code         : " << planCode << endl;
        cout << "Place             : " << place << endl;
        cout << "No. of travellers : " << noOfTravellers << endl;
        cout << "No. of buses      : " << noOfBuses << endl;
    }

    ~TravelPlan() {
        cout << "Travel planned successfully.";
        getch();
    }
};

void main() {
    clrscr();
    TravelPlan tp;
```

```
    tp.newPlan();
    cout << endl;
    tp.showPlan();
    getch();
}
```

```
// Define a class Outfit:
// Private members:
//   oCode   - string
//   oType   - string
//   oSize   - integer
//   oFabric - string
//   oPrice  - floating-point
//
//   initPrice() - a function that calculates and assigns the values
//                 of oPrice as follows:
//                 >> for the value of oFabric as "denim"
//                    oType            oPrice
//                    -----            ------
//                    "trouser"        1500.0
//                    "jacket"         2500.0
//                 >> for oFabric other than "denim", the above mentioned
//                    oPrice gets reduced to 25%
//
// Public memebers
//   constructor - to assign initial values for oCode, oType & oFabric with
//                 the words "Not Initialized", and oSize and oPrice with 0
//
//   input()     - to input the values for oCode, oType, oSize and oFabric
//                 and invoke initPrice()
//
//   display()  - display content of all the data memebers
//
//   destructor  - display "Travel planned successfully."

#include <iostream.h>
#include <stdio.h>
#include <string.h>
#include <conio.h>

class Outfit {
private:
    char oCode[15], oType[20], oFabric[25];
    int oSize;
    float oPrice;

    void initPrice() {
        if (strcmpi(oType, "trouser") == 0)
            oPrice = 1500.0;
        else oPrice = 2500.0;

        if (strcmpi(oFabric, "denim") != 0)
            oPrice = 0.25 * oPrice;
    }

public:
    Outfit() {
        strcpy(oCode, "Not Initialized");
        strcpy(oType, "Not Initialized");
        strcpy(oFabric, "Not Initialized");
        oSize = 0; oPrice = 0.0;
    }

    void input(){
        cout << "Enter outfit code: "; gets(oCode);
        cout << "Enter type: "; gets(oType);
        cout << "Enter fabric: "; gets(oFabric);
        cout << "Enter size: "; cin >> oSize;
        initPrice();
    }

    void display() {
        cout << "Outfit code : " << oCode << endl;
        cout << "Type        : " << oType << endl;
        cout << "Fabric      : " << oFabric << endl;
```

```
        cout << "Size        : " << oSize << endl;
        cout << "Price       : " << oPrice << endl;
    }

    ~Outfit() {
        cout << "Purchase successful!";
        getch();
    }
};

void main() {
    clrscr();
    Outfit o;
    o.input();
    cout << endl;
    o.display();
    cout << endl;
    getch();
}
```