// 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();

}