

APPRENTICESHIP

SET 46 – C++ Programming Language

(Function Overloading and Constructors)

1. Write a program to find the sum of 2 numbers, 3 numbers n numbers using function overloading.
2. Write a program to find the area of different entities like circle, triangle, square and rectangle using function overloading.
3. Write a program to find the average of two numbers, three numbers, four numbers and n numbers using function overloading.
4. WAP to find the average of 3 numbers using parameterized constructor
5. WAP to find the average of an array using parameterized constructor
6. WAP to find the GCD of two numbers using the default constructor

7. WP to find the distance between two objects of a class called point when the class is having default constructor, parameterized constructor and function called getDistance().
8. WAP to find area of triangle for the given 3 points where each point belongs to different classes.
 - 1st point need to use default constructor.
 - 2nd point need to use parameterized constructor.
 - 3rd point need to use other class object in its constructor and find the area in the other class method.
9. WAP to create a class which contains an integer array as its data member. Create 2 objects for the class and give the value to the array using default constructor and parameterized constructor and merge both one after another using methods in the same class.
10. WAP to create a class which contains an integer array as data member and create a parameterized constructor to assign the values for the data members. Pass the object of this class to a method of another class to calculate mean and standard deviation and embed this mean and standard deviation into an object of another class called Datakeeper and return the object to the main and print mean and standard deviation.
