

Object Oriented Programming Lab

(CSE 1202)

(Friend Function, Copy Constructor)

1. Write a class BankAccount with private members for account holder's name, account number, and balance. Use a constructor to initialize these values and a destructor to display a message indicating when the object is destroyed. Create a BankAccount object and display the account details.
2. Write a class SwapValues with two private integer members. Implement a friend function that swaps the values of the two private members and displays the swapped values.
3. Create two classes, Rectangle and Circle, each with a private member representing their area. Write a friend function that compares the areas of the two objects and prints which object has a larger area.
4. Write three classes: ClassX, ClassY, and ClassZ, each containing a private integer member. Implement a single friend function that has access to the private members of all three classes and finds the maximum value among them.
5. Define a class Student with private members for name, roll number, and marks. Implement a copy constructor to copy the details of one student object to another. Write a destructor to display a message when the object is destroyed. Test this by creating a Student object and copying it to another.