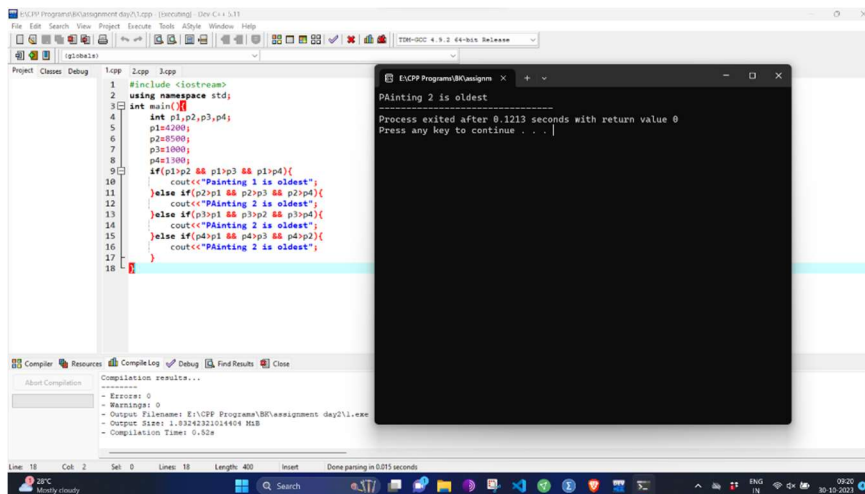


Question 1:

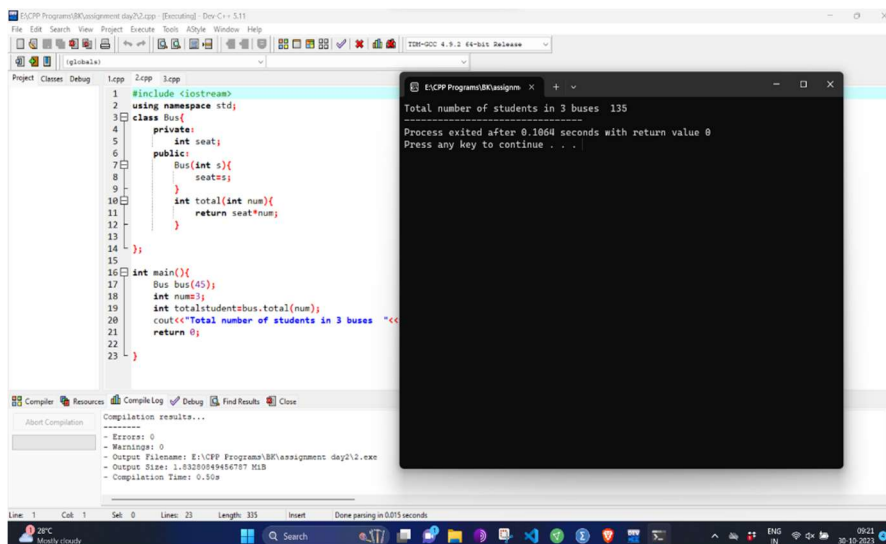


The screenshot shows a Visual Studio IDE with a C++ project named "E:\C++ Programs\B\Classgmn". The code in `1.cpp` defines four pointers (`p1, p2, p3, p4`) and a function `isOldest` that takes four pointers and returns the index of the oldest painting. The `main` function calls `isOldest` with the pointers and prints the result. The output window shows "Painting 2 is oldest" and "Process exited after 0.1213 seconds with return value 0".

```
#include <iostream>
using namespace std;
int main()
{
    int p1,p2,p3,p4;
    p1=2000;
    p2=1000;
    p3=1000;
    p4=1000;
    if(p1>p2 && p1>p3 && p1>p4){
        cout<<"Painting 1 is oldest";
    }else if(p2>p1 && p2>p3 && p2>p4){
        cout<<"Painting 2 is oldest";
    }else if(p3>p1 && p3>p2 && p3>p4){
        cout<<"Painting 3 is oldest";
    }else if(p4>p1 && p4>p2 && p4>p3){
        cout<<"Painting 4 is oldest";
    }
}
```

```
Painting 2 is oldest
Process exited after 0.1213 seconds with return value 0
Press any key to continue . . .
```

Question 2:

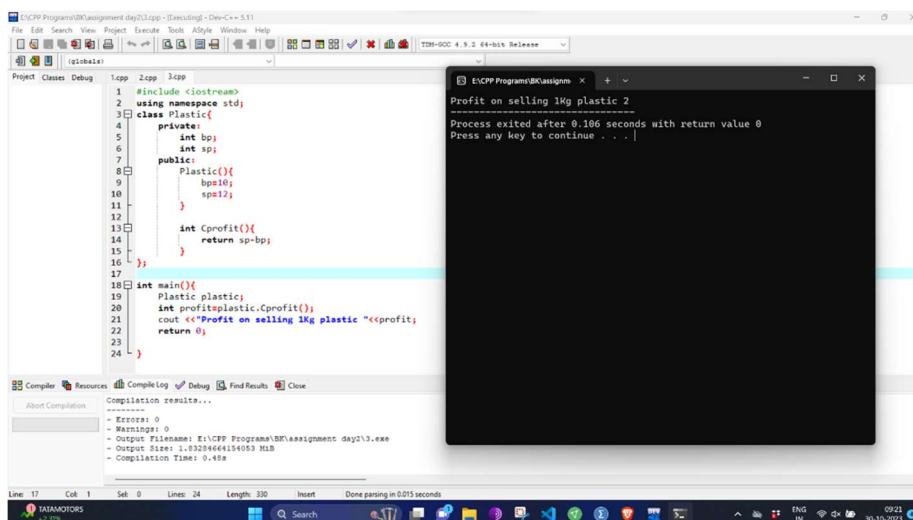


The screenshot shows a Visual Studio IDE with a C++ project named "E:\C++ Programs\B\Classgmn". The code in `2.cpp` defines a `Bus` class with a `total` method. The `main` function creates a `Bus` object with 45 seats and calls `total` with 3 buses. The output window shows "Total number of students in 3 buses 135" and "Process exited after 0.1064 seconds with return value 0".

```
#include <iostream>
using namespace std;
class Bus{
private:
    int seat;
public:
    Bus(int s){
        seat=s;
    }
    int total(int num){
        return seat*num;
    }
};
int main(){
    Bus bus(45);
    int num=3;
    int total=bus.total(num);
    cout<<"Total number of students in 3 buses "<<total<<endl;
    return 0;
}
```

```
Total number of students in 3 buses 135
Process exited after 0.1064 seconds with return value 0
Press any key to continue . . .
```

Question 3:



The screenshot shows a Visual Studio IDE with a C++ project named "E:\C++ Programs\B\Classgmn". The code in `3.cpp` defines a `Plastic` class with a `Cprofit` method. The `main` function creates a `Plastic` object and calls `Cprofit`. The output window shows "Profit on selling 1kg plastic 2" and "Process exited after 0.106 seconds with return value 0".

```
#include <iostream>
using namespace std;
class Plastic{
private:
    int bp;
    int sp;
public:
    Plastic(){
        bp=10;
        sp=12;
    }
    int Cprofit(){
        return sp-bp;
    }
};
int main(){
    Plastic plastic;
    int profit=plastic.Cprofit();
    cout<<"Profit on selling 1kg plastic "<<profit<<endl;
    return 0;
}
```

```
Profit on selling 1kg plastic 2
Process exited after 0.106 seconds with return value 0
Press any key to continue . . .
```