**Object Oriented Programming 2**

Lab Assignment-4

(Operator Overloading)

Program 1

Define a class DayTime:

private:

int hour, minute, second;

public:

* parameterized constructor to initialize value
* int getHour() const{ return hour; }
* int getMinute() const { return minute; }
* int getSecond() const { return second; }
* int asSeconds() const // Daytime in seconds
* overload increment operator to increment the value of seconds.
* Overload decrement operator to decrement the value of minutes.

Write a menu driven program and create following menu options

**1. To Display Time.**

**2. To Display Time in Seconds.**

**3. To Increment seconds.**

**4. To decrements minutes.**

**0. To exit.**

Program 2.

Define a class **Dollar**

private:

float currency, mktrate, offrate

public:

* + - * float getDollar() { return currency in dollar }
      * float getMarketSoums() { return currency in soums }
      * float getofficialSoums() { return currency in soums }
      * void setRates() {// input current date market and official rates }
      * overload operator “<<” to print the details of a Dollar

Inside main declare one object and show the results.

**Student has to upload assignment within 1.25 hours of laboratory time.**