

Lab assignment 8
Roll 2005839
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Q1.

```
#include<iostream>
using namespace std;
#include<math.h>
class shape
{
    protected:
    float areaofcuboid,areaofcone,areaofsphere,rc,rh,rs,l,b,h,l1,volofcuboid,volofcone,volofsphere;
    public:
    shape()
    {
        cout<<"base constructor called"<<endl;
    }
    virtual ~shape()
    {
        cout<<"base destructor called"<<endl;
    }
    virtual void area()
    {
    }
    virtual void display()
    {
    }
    virtual void volume()
    {
    }
};

class cuboid:public shape
{
    public:
    ~cuboid()
    {
        cout<<"cuboid destructor is called"<<endl;
    }
    void area()
    {
        cout<<"\nEnter length,breadth,height of cuboid:";
        cin>>l>>b>>h;
    }
    void display()
    {
        areaofcuboid=2*(l*b+b*h+l*h);
        cout<<"\nArea of cuboid:"<<areaofcuboid<<endl;
    }
    void volume()
    {
        volofcuboid=l*b*h;
        cout<<"volume of cuboid:"<<volofcuboid<<endl;
    }
};

class cone:public shape
{
    public:
    ~cone()
    {
        cout<<"cone destructor is called"<<endl;
    }
    void area()
    {
        cout<<"\n\nEnter the radius and slantheight:";
        cin>>rc>>l1;
    }
    void display()
```

```

        {
            areaofcone=3.14*rc*(rc+l1);
            cout<<"\nArea of cone:"<<areaofcone<<endl;
        }
        void volume()
        {
            volofcone=(3.14*rc*rc*(pow((1*1-rc*rc),1/2)))/3;
            cout<<"volume of cone is :"<<volofcone<<endl;
        }
    };
class sphere:public shape
{
    public:
    ~sphere()
    {
        cout<<"sphere destructor is called"<<endl;
    }
    void area()
    {
        cout<<"\n\nEnter radius of sphere:";
        cin>>rs;
    }
    void display()
    {
        areaofsphere=4*3.14*rs*rs;
        cout<<"\nArea of sphere:"<<areaofsphere<<endl;
    }
    void volume()
    {
        volofsphere=(3.14*rs*rs*rs*4)/3;
        cout<<"volume of sphere is :"<<volofsphere<<endl;
    }
};
int main()
{
    shape *shape_ptr;
    shape s;
    shape_ptr=&s;
    shape_ptr->area();
    shape_ptr->display();
    cuboid c;
    cone c1;
    sphere s1;
    shape_ptr=&c;
    shape_ptr->area();
    shape_ptr->display();
    shape_ptr->volume();
    shape_ptr=&c1;
    shape_ptr->area();
    shape_ptr->display();
    shape_ptr->volume();
    shape_ptr=&s1;
    shape_ptr->area();
    shape_ptr->display();
    shape_ptr->volume();

    return 0;
}

```

Output:

base constructor called
base constructor called
base constructor called
base constructor called

Enter length,breadth,height of cuboid:1 2 3

Area of cuboid:22
volume of cuboid:6

Enter the radius and slant height: 4 5

Area of cone: 113.04

volume of cone is : 16.7467

Enter radius of sphere: 6

Area of sphere: 452.16

volume of sphere is : 904.32

sphere destructor is called

base destructor called

cone destructor is called

base destructor called

cuboid destructor is called

base destructor called

base destructor called

Q2.

```
#include<iostream>
using namespace std;
class employee
{
    int roll;
    char dept[6];
public:
    void get()
    {
        cout<<"enter the roll:";
        cin>>roll;
        cout<<"enter the dept:";
        cin>>dept;
    }
    void show()
    {
        cout<<"roll no:"<<roll<<endl;
        cout<<"dept:"<<dept<<endl;
    }
};
class student : virtual public employee
{
    int marks[3];
public:
    void getmarks()
    {
        cout<<"enter the marks in 3 subjects:"<<endl;
        cin>>marks[0]>>marks[1]>>marks[2];
    }
    int total()
    {
        return (marks[0]+marks[1]+marks[2]);
    }
};
class faculty : virtual public employee
{
    int maxmarks[3];
public:
    void getmarks2()
    {
        cout<<"enter the max marks in 3 subjects:"<<endl;
        cin>>maxmarks[0]>>maxmarks[1]>>maxmarks[2];
    }
    int totalmaxmarks()
    {
```

```

        return (maxmarks[0]+maxmarks[1]+maxmarks[2]);
    }
};
class supervisor:public student,public faculty
{
    public:
void result()
{
    cout<<"marks got "<<total()<<" out of  "<<totalmaxmarks()<<endl;
    float per=(total()/float(totalmaxmarks()))*100;
    cout<<"percentage: "<<per<<endl;
}
};
int main(){
    supervisor s1;
    s1.getmarks();
    s1.total();
    s1.getmarks2();
    s1.totalmaxmarks();
    s1.result();
    return 0;
}

```

Output:

enter the marks in 3 subjects:

98 97 96

enter the max marks in 3 subjects:

100 100 100

marks got 291 out of 300

percentage: 97

Q3

```

#include <iostream>
using namespace std;
#include <conio.h>
class student
{
    public:
        virtual void getdata() = 0;
        virtual void display() = 0;
};
class science : public student
{
    int r;
    char n[10];
    public:
        void getdata()
        {
            cout << "science stream" << endl;
            cout << "enter name";
            cin >> n;
            cout << "enter roll";
            cin >> r;
        }
        void display()
        {
            cout << endl
                << "name=" << n;
            cout << endl
                << "roll=" << r << endl;
        }
};
class arts : public student
{
    int r;
    char n[10];
    public:
        void getdata()
        {

```

```

        cout << "arts stream";
        cout << endl
            << "enter name";
        cin >> n;
        cout << "enter roll";
        cin >> r;
    }
    void display()
    {
        cout << endl
            << "name=" << n;
        cout << endl
            << "roll=" << r << endl;
    }
};
int main()
{
    student *ptr[3];
    science s;
    arts a;
    ptr[1] = &a;
    ptr[1]->getdata();
    ptr[1]->display();
    ptr[2] = &s;
    ptr[2]->getdata();
    ptr[2]->display();
    return 0;
}

```

Output:

arts stream
enter name rahul
enter roll 567

name=rahul
roll=567
science stream
enter name daman
enter roll 839

name=daman
roll=839