# **OOP LABORATORY 13**

Name: **ANIRBAN HAZRA** 

Section: <u>**B-12**</u> Roll : <u>**2005643**</u>

1. <u>Create a class shape. Derive three classes from it; Circle, Square and Triangle.</u> Find area of each shape and display it, using virtual function.

# PROGRAM CODE:

```
#include<iostream>
#include<cstring>
using namespace std;
class Shape
  public:
  virtual void get input()
     cout<<"Shape's input fn called";</pre>
  virtual void area()
     cout << "Shape's area";
class Circle:public Shape
  int radius;
  public:
  void get input()
     cout << "Enter radius of circle: ";
     cin>>radius;
  void area()
     cout << "\nArea of Circle is: "<< 3.14*radius*radius << endl;
};
class Triangle:public Shape
  int b,h;
```

```
public:
  void get input()
     cout<<"Enter base of triangle: ";</pre>
     cout<<"Enter height of triangle: ";</pre>
     cin>>h;
  }
  void area()
     cout << "Area of triangle is: " << 0.5*h*b << endl;
class square:public Shape
  int 1;
  public:
  void get_input()
     cout<<"Enter length of square ";</pre>
     cin>>1;
   }
  void area()
     cout<<"Area of square is: "<<1*1<<end1;
};
int main()
  Shape *p1,*p2,*p3;
  Circle c;
  Triangle t;
  square r;
  p1=&c;
  p2=&t;
  p3=&r;
  p1->get_input();
  p2->get_input();
  p3->get_input();
  p1->area();
  p2->area();
  p3->area();
  return 0;
}
```

#### **OUTPUT:**

```
Enter radius of circle: 5
Enter base of triangle: 6
Enter height of triangle: 5
Enter length of square 6

Area of Circle is:78.5
Area of triangle is: 15
Area of square is: 36
```

2. Create a class which stores employee name,id and salary Derive two classes from 'Employee' class: 'Regular' and 'Part-Time'. The 'Regular' class stores DA, HRA and basic salary. The 'Part-Time' class stores the number of hours and pay per hour. Calculate the salary of a regular employee and a par-time employee, using pure virtual function.

### PROGRAM CODE:

```
#include<iostream>
using namespace std;
class employee {
public:
       char name[25];
       int id, salary, DA, HRA, hr, pph;
void info()
       cout<<"Enter name : ";</pre>
       cin>>name;
       cout << "Enter ID: ";
       cin>>id;
void regular()
       cout<<"Enter salary : ";</pre>
       cin>>salary;
       cout<<"Enter DA : ";</pre>
       cin>>DA:
       cout<<"Enter HRA : ";</pre>
       cin>>HRA;
void part()
       cout<<"Enter number of hours : ";</pre>
       cin>>hr;
       cout<<"Enter pay per hour : ";</pre>
       cin>>pph;
virtual void sal() = 0;
};
```

```
class regular: public employee
public:
void sal()
      cout<<"\nSalary of regular employee : "<<salary + DA + HRA<<endl;</pre>
};
class part : public employee
public:
void sal()
      cout<<"\nSalary of Part-time employee : "<<pph*hr*30<<endl;</pre>
};
int main()
      regular r;
      employee *er = &r;
      er->info();
      er->regular();
      er->sal();
      part p;
      employee *ep = &p;
      ep->info();
      ep->part();
      ep->sal();
return 0;
OUTPUT:
Enter name : Anirban
Enter ID: 123
Enter salary: 45000
Enter DA : 23000
Enter HRA: 34000
Salary of regular employee : 102000
Enter name : Dushyant
Enter ID: 456
Enter number of hours: 40
Enter pay per hour : 200
Salary of Part-time employee : 240000
```

3. Create a class which stores account number, customer name and balance.

Derive two classes from 'Account' class: 'Savings' and 'Current'. The
'Savings' class stores minimum balance. The 'Current' class stores the overdue amount. Include member functions in the appropriate class for deposit money

-withdraw [For saving account minimum balance should be checked.]
[For current account overdue amount should be calculated.]
-display balance

Display data from each class using virtual function

#### PROGRAM CODE:

```
#include<iostream>
using namespace std;
class account{
public:
int acn, balance, minbal, wd, dp, bal;
char name[25];
void info()
       cout<<"Enter account number : ";</pre>
       cin>>acn;
       cout<<"Enter name : ";</pre>
       cin>>name;
       cout<<"Enter balance : ";</pre>
       cin>>balance;
       cout<<"Enter amount to withdraw : ";</pre>
       cout << "Enter amount to deposit: ";
       cin>>dp;
void savings()
minbal = 1000;
bal=balance-wd+dp;
cout<<"Minimum balance is : "<<minbal<<endl;</pre>
void current()
bal = balance-wd+dp;
cout<<"Current balance is : "<<bal<<endl;</pre>
virtual void data() = 0;
class savings: public account
public:
void data()
```

```
cout<<"Account number : "<<acn<<endl;</pre>
cout<<"Customer name : "<<name<<endl;</pre>
if(bal<minbal)
cout << "You cannow withdraw below minimum balance, which is Rs.
"<<minbal<<endl;
else
cout << "Balance is : " << bal << endl;
class current: public account
public:
void data()
cout<<"Account number : "<<acn<<endl;</pre>
cout<<"Customer name : "<<name<<endl;</pre>
if(bal<0)
cout<<"Amount Overdued."<<endl;</pre>
else
cout<<"Balance is : "<<bal<<endl;</pre>
};
int main()
int ch;
savings s;
account *as = &s;
current c;
account *ac = &c;
while(1)
cout<<"1. Savings"<<endl;</pre>
cout << "2. Current" << endl;
cout << "3. Exit" << endl;
cout<<"Enter choice : ";</pre>
cin>>ch;
switch(ch)
case 1 : cout<<"Savings Account."<<endl;</pre>
```

```
as->savings();
             as->data();
     break:
case 2 : cout<<"Current Account."<<endl;</pre>
     ac->info();
     ac->current();
     ac->data();
     break;
case 3 : return 0;
default: cout << "Wrong Choice!!" << endl;
    }
OUTPUT:
1. Savings
2. Current
3. Exit
Enter choice : 1
Savings Account.
Enter account number: 2345
Enter name : Anirban
Enter balance : 500000
Enter amount to withdraw: 5000
Enter amount to deposit : 7000
Minimum balance is : 1000
Account number : 2345
Customer name : Anirban
Balance is : 502000
1. Savings
2. Current
3. Exit
Enter choice: 2
Current Account.
Enter account number: 4567
Enter name : Dushyant
Enter balance: 7000000
Enter amount to withdraw: 67000
Enter amount to deposit: 45000
Current balance is : 6978000
Account number: 4567
Customer name : Dushyant
Balance is : 6978000
1. Savings
2. Current
3. Exit
```

as->info();

# 4. Write a program to demonstrate the use of virtual destructors.

# PROGRAM CODE:

```
#include<iostream>
using namespace std;
class a
public:
a() {printf("\nBase Constructor\n");}
virtual ~a(){printf("\nBase Destructor\n");}
};
class b : public a
public:
b(){printf("\nDerived Constructor\n");}
~b(){printf("\nDerived Destructor\n");}
};
int main()
a* obj=new b;
delete obj;
return 0;
}
```

# OUTPUT:

Base Constructor

Derived Constructor

Derived Destructor

Base Destructor