

OBJECT ORIENTED PROGRAMMING

WEEK 3: Constructors & Deep vs Shallow Copy

PRACTICE QUESTIONS

- 1. Create a class 'Car' with brand and price. Add a parameterized constructor to initialize values.
- 2. Create a class 'Rectangle' with length and width. Use constructor to initialize values and add a function to calculate area.
- 3. Create a class 'Student' with name and marks. Add a copy constructor to copy student details.
- 4. Create a class 'Book' with title and author. Add both default and parameterized constructors.
- 5. Create a class 'Laptop' with private price. Initialize it using constructor and display it using a member function.

ASSIGNMENT QUESTIONS

- 1. Create a class 'BankAccount' that initializes balance using a constructor and also implement a copy constructor.
- 2. Create a class 'Mobile' that dynamically allocates price using a pointer. Implement a deep copy constructor.
- 3. Create a class 'Employee' that demonstrates constructor overloading (default and parameterized).
- 4. Design a class 'LibraryBook' that uses dynamic memory for book title and implement deep copy constructor.
- 5. Build a mini project 'OnlineStoreItem' where item price is dynamically allocated. Demonstrate the difference between shallow and deep copy.