



# C++ Programming



# Subject: OOP using C++

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**Subject Code:** CC111-N

**Subject Title:** Object Oriented Programming Using C++

**Detail Contents:**

<https://ldrp.ac.in/images/syllabus/CC111-N-OBJECT%20ORIENTED%20%20PROGRAMMIENG%20USING%20C++.pdf>



**Kadi Sarva Vishwavidyalaya**  
**Faculty of Engineering & Technology**  
**First Year Bachelor of Engineering (CE / IT / EC)**  
(With Effect From: Academic Year 2017-18)

Subject Code: CC111-N

Subject Title: OBJECT ORIENTED PROGRAMMING USING 'C++'

Teaching scheme				Total Credit	Evaluation Scheme				
L	T	P	Total		Theory		Mid Sem Exam	CIA	Pract.
Hrs	Hrs	Hrs	Hrs		Hrs	Marks	Marks	Marks	Marks
03	00	02	05	04	03	70	30	20	30



# C++ Programming: Modules

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Module 1: Essentials of C Programming

Module 2: Fundamental Concepts of OOP with C++

Module 3: C++ Programming Syntactical Basics

Module 4: C++ Functions

Module 5: Objects and Class

Module 6: Operator Overloading

Module 7: Inheritance

Module 8: Polymorphism & Virtual Functions

Module 9: Templates and Exception Handling

Module 10: Introduction to Streams and Files



# Essentials of C Programming

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## KSV Examination Questions from this unit

1. What is structure? Write a program in C using structure to enter rollno and marks of three subjects for 3 students and find total obtained by each student. [5, July-2022]
2. Define a structure called student that represents student's information including their name, ID and marks for three subjects: Maths, English and Science. [5, Jun-2023]
3. What is structure? Explain the C syntax of structure declaration with example. [5, Feb-2022]
4. What is pointer? Explain how pointer variable declared and initialized? Explain it with example.
5. Define pointer. Explain pointer and array with example. [5, Jun-2023] [5, Jun-2023]
6. Define and explain datatypes: Structure and Pointer. [5, Jan-2024]
7. Explain call by reference and call by reference with example. [5, Jun-2023]



# Essentials of C Programming

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For these three topics (Structures, Pointers and File Management), I recommend you to watch the following videos prepared by me on <https://www.youtube.com/@hbpatel1976>.

## 1. Structures

- a. Structures And Unions-Introduction (<https://youtu.be/E7hXpesgsfg>)
- b. Structures And Unions-Advanced (<https://youtu.be/MwnWFcdSbLQ>)

## 2. Pointers

- a. Pointer-Introduction(Part-1) (<https://youtu.be/bBCbxrq3YSU>)
- b. Pointer-Advanced(Part-2) ([https://youtu.be/\\_BPOS-89Jfs](https://youtu.be/_BPOS-89Jfs))

## 3. File Management / Handling

- a. File Management Or Handling - Introduction (<https://youtu.be/dSIyDKNdnX8>)
- b. File Management Or Handling - Advanced (<https://youtu.be/xNyAw-v8Oml>)



# Structure in C

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The structure in C is a user-defined data type that can be used to group items of possibly different types into a single type.

```
struct student
{
    int rollno;
    char name[20];
};

int main()
{
    student s;

    -
    -
    s.rollno;
    s.name;

    -
    -
}
```

keyword

Structure tag/name

Data / Members / Fiends

Structure variable / instance

. Dot Operator

Accessing data/member of structure variable/instance using . Dot operator



# Essentials of C Programming: Structure

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## OUTPUT

```
Enter Rollno : 1
Enter Name : Pradip
Student # 1
Enter Rollno : 2
Enter Name : Sanjay
Student # 2
Enter Rollno : 3
Enter Name : Parimal
Student # 0Rollno : 1 Name : Pradip
Student # 1Rollno : 2 Name : Sanjay
Student # 2Rollno : 3 Name : Parimal
```

```
#include <iostream>
using namespace std;
#define totalStudents 3
struct student
{
    int rollno;
    char name[20];
};

int main()
{
    student s[totalStudents];
    int i;
    for(i=0; i<totalStudents; ++i)
    {
        cout << "Student # " << i << endl;
        cout << "Enter Rollno : "; cin >> s[i].rollno;
        cout << "Enter Name : "; cin >> s[i].name;
    }
    for(i=0; i<totalStudents; ++i)
    {
        cout << "Student # " << i << "Rollno : " << s[i].rollno << " Name : " << s[i].name << endl;
    }
}
```

Code: <https://github.com/hbpatel1976/CPP/blob/main/102.cpp>



# Essentials of C Programming: Structure

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```
#include <iostream>
using namespace std;
#define totalStudents 3
struct student
{
    int rollno;
    char name[20];
    int maths, english, science;
};

int main()
{
    student s[totalStudents];
    int i, totalMarks;
    for(i=0; i<totalStudents; ++i)
    {
        cout << "Student # " << i << endl;
        cout << "Enter Rollno : "; cin >> s[i].rollno;
        cout << "Enter Name : "; cin >> s[i].name;
        cout << "Enter Maths Marks: "; cin >> s[i].maths;
        cout << "Enter English Marks: "; cin >> s[i].english;
        cout << "Enter Science Marks: "; cin >> s[i].science;
    }
}
```

## OUTPUT

```
Student # 0
Enter Rollno : 1001
Enter Name : Pradip
Enter Maths Marks: 80
Enter English Marks: 90
Enter Science Marks: 95
Student # 1
Enter Rollno : 1020
Enter Name : Sanjay
Enter Maths Marks: 55
Enter English Marks: 65
Enter Science Marks: 79
Student # 2
Enter Rollno : 1049
Enter Name : Parimal
Enter Maths Marks: 78
Enter English Marks: 39
Enter Science Marks: 66
Student # 0Rollno : 1001 Name : Pradip
Maths : 80 English : 90 Science : 95
Total : 265 Average : 88
Student # 1Rollno : 1020 Name : Sanjay
Maths : 55 English : 65 Science : 79
Total : 199 Average : 66
Student # 2Rollno : 1049 Name : Parimal
Maths : 78 English : 39 Science : 66
Total : 183 Average : 61
```





# Essentials of C Programming: Structure

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```
for(i=0; i<totalStudents; ++i)
{
    cout << "Student # " << i << "Rollno : " << s[i].rollno << " Name : " << s[i].name << endl;
    cout << "Maths : " << s[i].maths << " English : " << s[i].english << " Science : " << s[i].science << endl;
    totalMarks = s[i].maths + s[i].english + s[i].science;
    cout << " Total : " << totalMarks << " Average : " << totalMarks/totalStudents << endl;
}
}
```

```
Student # 0
Enter Rollno : 1001
Enter Name : Pradip
Enter Maths Marks: 80
Enter English Marks: 90
Enter Science Marks: 95
Student # 1
Enter Rollno : 1020
Enter Name : Sanjay
Enter Maths Marks: 55
Enter English Marks: 65
Enter Science Marks: 79
Student # 2
Enter Rollno : 1049
Enter Name : Parimal
Enter Maths Marks: 78
Enter English Marks: 39
Enter Science Marks: 66
Student # 0Rollno : 1001 Name : Pradip
Maths : 80 English : 90 Science : 95
Total : 265 Average : 88
Student # 1Rollno : 1020 Name : Sanjay
Maths : 55 English : 65 Science : 79
Total : 199 Average : 66
Student # 2Rollno : 1049 Name : Parimal
Maths : 78 English : 39 Science : 66
Total : 183 Average : 61
```

## OUTPUT

Code: <https://github.com/hbpatel1976/CPP/blob/main/102.cpp>



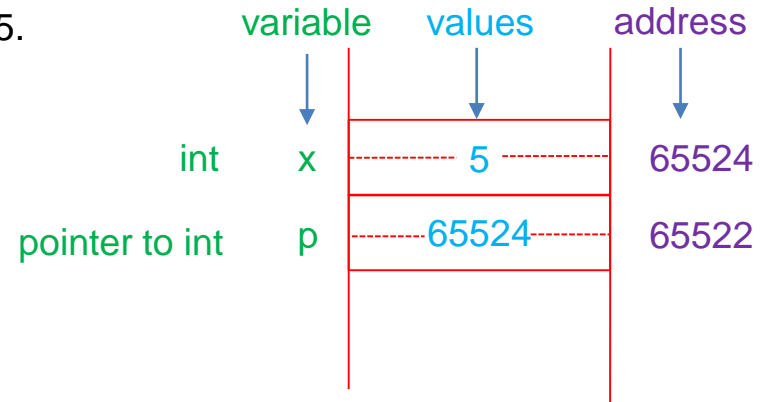
# Essentials of C Programming: Pointer

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A pointer is defined as a derived data type that can store the address of other C variables or a memory location. We can access and manipulate the data stored in that memory location using pointers.

`int x=5;` Here x is a simple integer variable whose value is 5.

`int *p=&x;` Here p is a pointer who holds the address of x.





# Essentials of C Programming: Pointer

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```
#include <stdio.h>
void main()
{
    int x=5;
    int *p=&x;
    printf("x is stored at %u location and value is %d\n",&x,x);
    printf("value of p is %u and contents pointed by it is %d\n",p,*p);
}
```

## OUTPUT

```
x is stored at 65524 location and value is 5
value of p is 65524 and contents pointed by it is 5
```

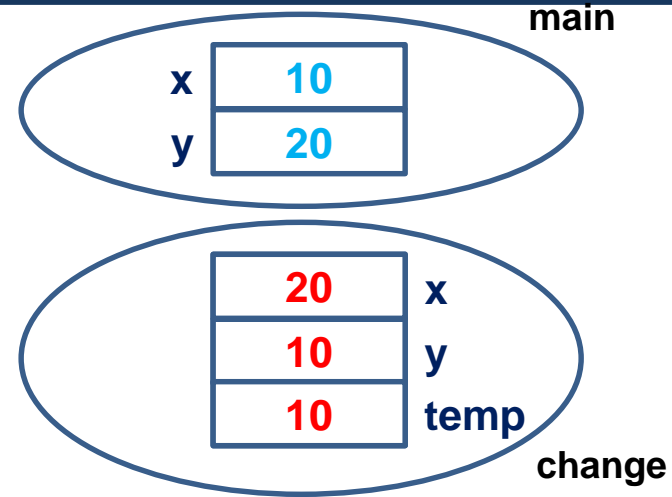


# Essentials of C Programming: Pass by value

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```
#include <stdio.h>
void main()
{
void change(int,int);
int x=10,y=20;
printf("Before Function : x=%d y=%d\n",x,y);
change(x,y);
printf("After Function : x=%d y=%d\n",x,y);
}
```

```
void change(int x, int y)
{
int temp;
temp=x;
x=y;
y=temp;
}
```



## OUTPUT

```
Before Function : x=10 y=20
After Function : x=10 y=20
```

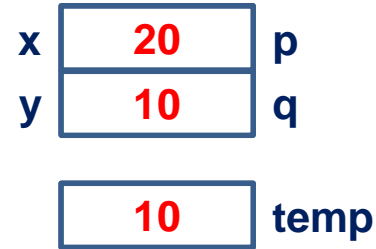
Pass/Call By Value/Reference: Video: [https://youtu.be/dAtoOZN\\_kTk](https://youtu.be/dAtoOZN_kTk)



# Essentials of C Programming: Pass by reference

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```
#include <stdio.h>
void main()
{
void change(int&,int&);
int x=10,y=20;
printf("Before Function : x=%d y=%d\n",x,y);
change(x,y);
printf("After Function : x=%d y=%d\n",x,y);
}
```



```
void change(int &p, int &q)
{
int temp;
temp=p;
p=q;
q=temp;
}
```

## OUTPUT

```
Before Function : x=10 y=20
After Function : x=20 y=10
```

Pass/Call By Value/Reference: Video: [https://youtu.be/dAtoOZN\\_kTk](https://youtu.be/dAtoOZN_kTk)



# C++ Programming: Modules

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Module 2: Fundamental Concepts of OOP with C++

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Module 10: Introduction to Streams and Files



# Fundamental Concepts of OOP with C++

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## KSV Examination Questions from this unit

1. Explain basic concepts of OOPC and its advantages. [5, Jan-2023] [5, July-2022] [5, Jan-2024]
2. Explain the basic building concept of OOP. [5, Jan-2024]
3. Write structure of C++ program and explain in brief. [5, Jan-2023]
4. Differentiate between Procedure Oriented Programming (POP) and Object Oriented Programming (OOP). [5, Jan-2023] [5, July-2022] [5, Feb-2022] [5, Jan-2024]
5. Distinguish between: Data abstraction and Data encapsulation. [5, Jan-2023] [5, Feb-2022]
6. Distinguish between: Dynamic binding and Message passing. [5, Jan-2023]
7. Explain Dynamic Binding with a program. [5, Jan-2024]
8. Define terms: (i) Objects (ii) Class (iii) Constant Variable (iv) Token (v) Identifier. [5, July-2022] (iii) destructor [5, Jun-2023]
9. How does main() function in C differ from C++? Give general format of Class. [5, July-2022] [2.5, Jun-2023]



# C++ Program Structure

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	#include <iostream>	Header File
	using namespace std;	Standard Namespace
Class Body	class Car	Class Definition
	{	
	public:	Access Modifiers
	int price;	Data Member
	void showCost()	Member Function
	{	
	cout << price;	
	}	
Main function	};	
	int main()	main method
	{	
	Car city;	Object declaration
	city.price=1000000;	Accessing data member
	city.showCost();	Accessing member function
	}	





# Fundamental Concepts of OOP with C++

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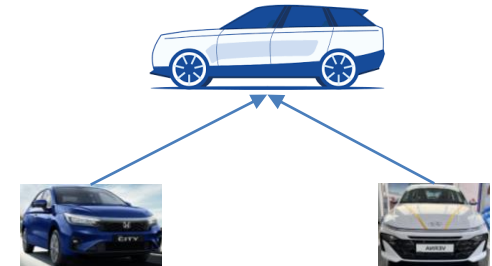
1. **Class**
2. Objects
3. Encapsulation
4. Abstraction
5. Polymorphism
6. Inheritance
7. Dynamic Binding
8. Message Passing

**Class:** Car  
**Object:** city  
**Data member:** price  
**Member function:** showCost

1. **Class:** It is a blueprint type user-defined datatype from which an object is created. Class contains definition & declaration of data members and functions.

```
class Car
{
public:
    int price;
    void showCost()
    {
        cout << price;
    }
};

int main()
{
    Car city;
    city.price=1000000;
    city.showCost();
}
```



**City**  
Color:  
Price:  
Average:  
Model:

**Verna**  
Color:  
Price:  
Average:  
Model:



# Fundamental Concepts of OOP with C++

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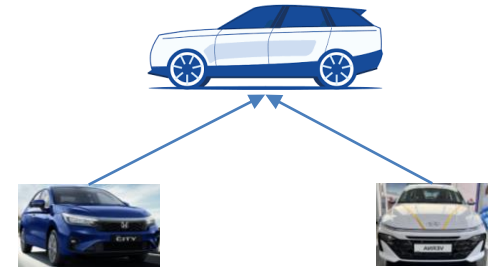
1. Class
2. **Objects**
3. Encapsulation
4. Abstraction
5. Polymorphism
6. Inheritance
7. Dynamic Binding
8. Message Passing

**Class:** Car  
**Object:** city  
**Data member:** price  
**Member function:** showCost

2. **Object:** It is an instance of a class which is uniquely identifiable and physical memory is allocated for it.

```
class Car
{
public:
    int price;
    void showCost()
    {
        cout << price;
    }
};

int main()
{
    Car city;
    city.price=1000000;
    city.showCost();
}
```



**City**  
Color:  
Price:  
Average:  
Model:

**Verna**  
Color:  
Price:  
Average:  
Model:



# Fundamental Concepts of OOP with C++

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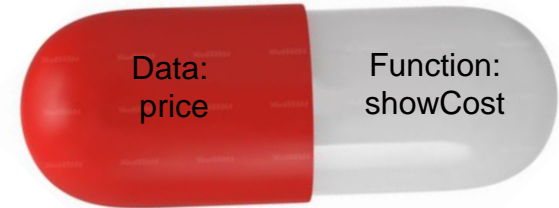
1. Class
2. Objects
3. **Encapsulation**
4. Abstraction
5. Polymorphism
6. Inheritance
7. Dynamic Binding
8. Message Passing

**Class:** Car  
**Object:** city  
**Data member:** price  
**Member function:** showCost

3. **Encapsulation:** It is a mean to encapsulate/wrap data and functions together in a single entity called Class.

```
class Car
{
public:
    int price;
    void showCost()
    {
        cout << price;
    }
};

int main()
{
    Car city;
    city.price=1000000;
    city.showCost();
}
```



Class: Car



# Fundamental Concepts of OOP with C++

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1. Class
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4. **Abstraction**
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4. **Abstraction:** It is about permitting displaying only required data/function and hiding the rest. General classes are designed as abstract, and more specific classes are derived from these general classes.

```
#include <iostream>
using namespace std;
#include <iostream>
using namespace std;
class Base
{
    int x;
public:
    virtual void fun() = 0;
    int getX() { return x; }
};
```

```
class Derived : public Base
{
    int y;
public:
    void fun() { cout << "fun() called"; }
};

int main(void)
{
    Derived d;
    d.fun();
    return 0;
}
```



# Fundamental Concepts of OOP with C++

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1. Class
2. Objects
3. Encapsulation
4. Abstraction
5. **Polymorphism**
6. Inheritance
7. Dynamic Binding
8. Message Passing

**5. Polymorphism:** It is about having multiple forms of a single entity. A lady can be a sister, a mother, a daughter, an employee etc. E.g. operator overloading, function overloading.

```
#include <iostream>
using namespace std;
class poly
{
    public:
        int sum(int x, int y) {return x+y;}
        int sum(int x, int y, int z) {return x+y+z;}
};

int main(void)
{
    poly p1, p2;
    cout << p1.sum(10,20) << endl;
    cout << p2.sum(10,20,30) << endl;
}
```



# Fundamental Concepts of OOP with C++

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1. Class
2. Objects
3. Encapsulation
4. Abstraction
5. Polymorphism
6. **Inheritance**
7. Dynamic Binding
8. Message Passing

**6. Inheritance:** It is a process by which a new class is derived from an existing one. (Reusability)

```
#include <iostream>
using namespace std;
class Father
{
    private:
        int saving;
    public:
        int setSaving(int x) {saving=x;}
        void showSaving() {cout << "Father Saving : " << saving << endl;}
};
class Son : private Father
{
    private:
        int salary;
    public:
        int setProperty(int x, int y) {setSaving(y);salary=x;}
        int showProperty() {showSaving(); cout << "Son Salary : " << salary << endl;}
};
int main(void)
{
    Son s;
    s.setProperty(100000, 5000000);
    s.showProperty();
}
```



# Fundamental Concepts of OOP with C++

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1. Class
2. Objects
3. Encapsulation
4. Abstraction
5. Polymorphism
6. Inheritance
7. **Dynamic Binding**
8. Message Passing

**7. Dynamic Binding:** It is a process by which a new class is derived from an existing one. (Reusability)

```
class Father
{
    public:
        void callFunction() {show();}
        virtual void show(){cout << "This is a Father(base) class" << endl;}
};
class Son : public Father
{
    public:
        void show(){cout << "This is a Son(derived) class" << endl;}
};
int main(void)
{
    Father f;
    Son s;
    f.show();
    s.show();
}
```

## OUTPUT

```
This is a Father(base) class
This is a Son(derived) class
```



# Fundamental Concepts of OOP with C++

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1. Class
2. Objects
3. Encapsulation
4. Abstraction
5. Polymorphism
6. Inheritance
7. Dynamic Binding
8. **Message Passing**

**8. Message Passing:** Objects communicate with one another by sending and receiving information. A message for an object is a request for the execution of a procedure and therefore will invoke a function in the receiving object that generates the desired results. Message passing involves specifying the name of the object, the name of the function, and the information to be sent.





# Procedural Programming Vs. OOP

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## Procedural Oriented Programming

In procedural programming, the program is divided into small parts called **functions**.

Procedural programming follows a **top-down approach**.

There is no access specifier in procedural programming.

Adding new data and functions is not easy.

Procedural programming does not have any proper way of hiding data so it is **less secure**.

In procedural programming, overloading is not possible.

In procedural programming, there is no concept of data hiding and inheritance.

In procedural programming, the function is more important than the data.

Procedural programming is based on the **unreal world**.

Procedural programming uses the concept of procedure abstraction.

**Examples:** C, FORTRAN, Pascal, Basic, etc.

## Object-Oriented Programming

In object-oriented programming, the program is divided into small parts called **objects**.

Object-oriented programming follows a **bottom-up approach**.

Object-oriented programming has access specifiers like private, public, protected, etc.

Adding new data and function is easy.

Object-oriented programming provides data hiding so it is **more secure**.

Overloading is possible in object-oriented programming.

In object-oriented programming, the concept of data hiding and inheritance is used.

In object-oriented programming, data is more important than function.

Object-oriented programming is based on the **real world**.

Object-oriented programming uses the concept of data abstraction.

**Examples:** C++, Java, Python, C#, etc.



# C++ Tokens

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## Keywords

`char, short, int, long, float, double, signed, unsigned, extern, static, auto, const, struct, union, for, while, do, break, continue, return, if, else, switch, case, void, default, enum, goto, register, sizeof, typedef, volatile`

## Identifiers

### Naming Convention:

1. Only the alphabetic characters, digits, and underscores are allowed.
2. The first letter should be an alphabet or an underscore (`_`).
3. The identifiers are case-sensitive.
4. Keywords that are reserved can't be used as the name of the identifier.

## Constants

Constants are similar to a variable, except the fact that their values do not get changed. `const` and `#define` are the two means to declare constants.

## Variables

A variable is a meaningful name given to a data storage location in main memory.

## Operators

Next Slide



# Operators in C++

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## Arithmetic

- \* Multiplication
- / Division
- % Modulo
- + Addition
- Subtraction

## Unary

- Unary minus
- + Unary plus
- ++ Increment
- Decrement
- ! Logical not

## Assignment

- = Assignment
- += -= \*= /= %=

## Logical

- && Logical AND
- || Logical OR
- ! Logical NOT

## Other operator

- ? : (Ternary)
- :: (Scope Resolution)

## Relational

- == Equal to
- != Not Equal to
- < less than
- <= less than or equal to
- > Greater than
- >= Greater than or equal to

## Bitwise

- & Bitwise AND
- | Bitwise OR
- ^ Bitwise XOR
- ~ Bitwise Complement

## Shift

- << Left shift operator
- >> Signed Right shift
- >>> Unsigned Right shift



# C++ Programming: Modules

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# C++ Programming Syntactical Basics

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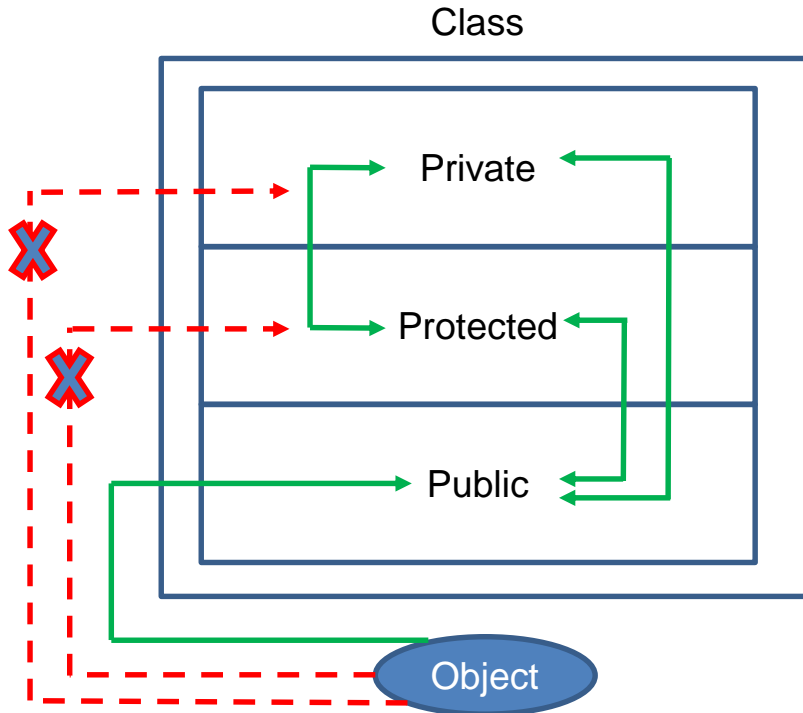
## KSV Examination Questions from this unit

1. Define Class and Object. Write syntax for accessing a data member and member function of a class. Explain how to define and access member function inside the class with example. [5, Jan-2023]
2. What is class and object? How is it created? Explain with example. [5, Feb-2022]
3. What is the use of access specifiers? Explain various types of access specifiers. [5, Jan-2023]
4. State the 3 access specifiers of inheritance and explain it in brief. [5, Jan-2024]
5. Explain access specifiers: public and private with [5, July-2022] [5, Jun-2023]
6. Discuss the role of access modes in inheritance and show their visibility when they are inherited as public, private and protected. [5, Feb-2022]
7. Explain the use of setw and endl manipulators. Explain << and >> operators. [5, July-2022]
8. List any three manipulators and explain in detail. [5, Jan-2024]
9. What is type conversion in C++? Explain implicit and explicit type conversion with example. [5, Feb-2022]
10. Explain type conversion from class type to basic type and one class type to another class type with suitable example. [5, Jun-2023] [5, Jan-2024]
11. Explain Scope Resolution (::) operator with suitable example. [5, Jan-2023] [5, July-2022] [5, Feb-2022] [5, Jun-2023]
12. Demonstrate the global scope and local scope using scope resolution operator in Program. [5, Jan-2024]
13. Explain "this" pointer with example. [5, Jun-2023]
14. What does 'this' keyword refer to? Explain with a program. [5, Jan-2024]



# Access Specifiers

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Access Control Specifier	Accessible To	
	Own Class Members	Objects of a Class
Private	Yes	No
Protected	Yes	No
Public	Yes	Yes



```
#include <iostream>
using namespace std;
class Test
{
private:
    int priData;
    void priFunction()
        {cout << "Function in Private Section\n";}

protected:
    int proData;
    void proFunction()
        {cout << "Function in Protected Section\n";}

public:
    int pubData;
    void pubFunction()
        {cout << "Function in Public Section\n";}
};

void main()
{
    Test t;
    t.priData = 10;    /* Error */
    t.priFunction();  /* Error */

    t.proData = 20;    /* Error */
    t.proFunction();  /* Error */

    t.pubData = 30;    /* OK */
    t.pubFunction();  /* OK */
}
```

Access Control Specifier	Accessible To	
	Own Class Members	Objects of a Class
Private	Yes	No
Protected	Yes	No
Public	Yes	Yes



# Access Specifiers

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```
#include <iostream>
using namespace std;
class Test
{
private:
    int priData;
    void priFunction()
    {cout << "Function in Private Section\n";
      proFunction(); /* OK */
      pubFunction(); /* OK */
    }

protected:
    int proData;
    void proFunction()
    {cout << "Function in Protected Section\n";
      priFunction(); /* OK */
      pubFunction(); /* OK */
    }

public:
    int pubData;
    void pubFunction()
    {cout << "Function in Public Section\n";
      priFunction(); /* OK */
      proFunction(); /* OK */
    }
};
```

```
void main()
{
    Test t;
    t.priData = 10; /* Error */
    t.priFunction(); /* Error */

    t.proData = 20; /* Error */
    t.proFunction(); /* Error */

    t.pubData = 30; /* OK */
    t.pubFunction(); /* OK */
}
```

Access Control Specifier	Accessible To	
	Own Class Members	Objects of a Class
Private	Yes	No
Protected	Yes	No
Public	Yes	Yes



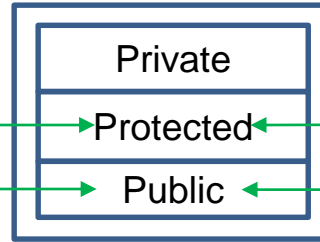


# Access Specifiers: Inheritance

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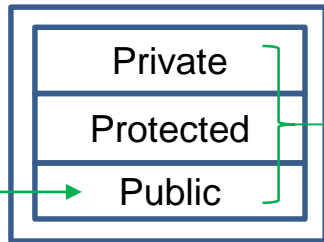
Code: <https://github.com/hbpatel1976/CPP/blob/main/access.cpp>

Base Class



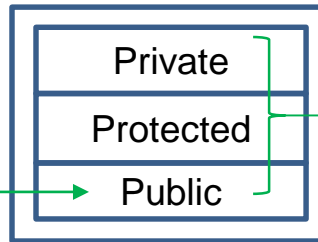
b

Derived1(private)



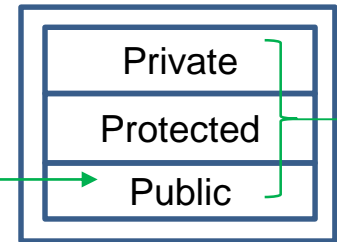
d1

Derived2 (protected)

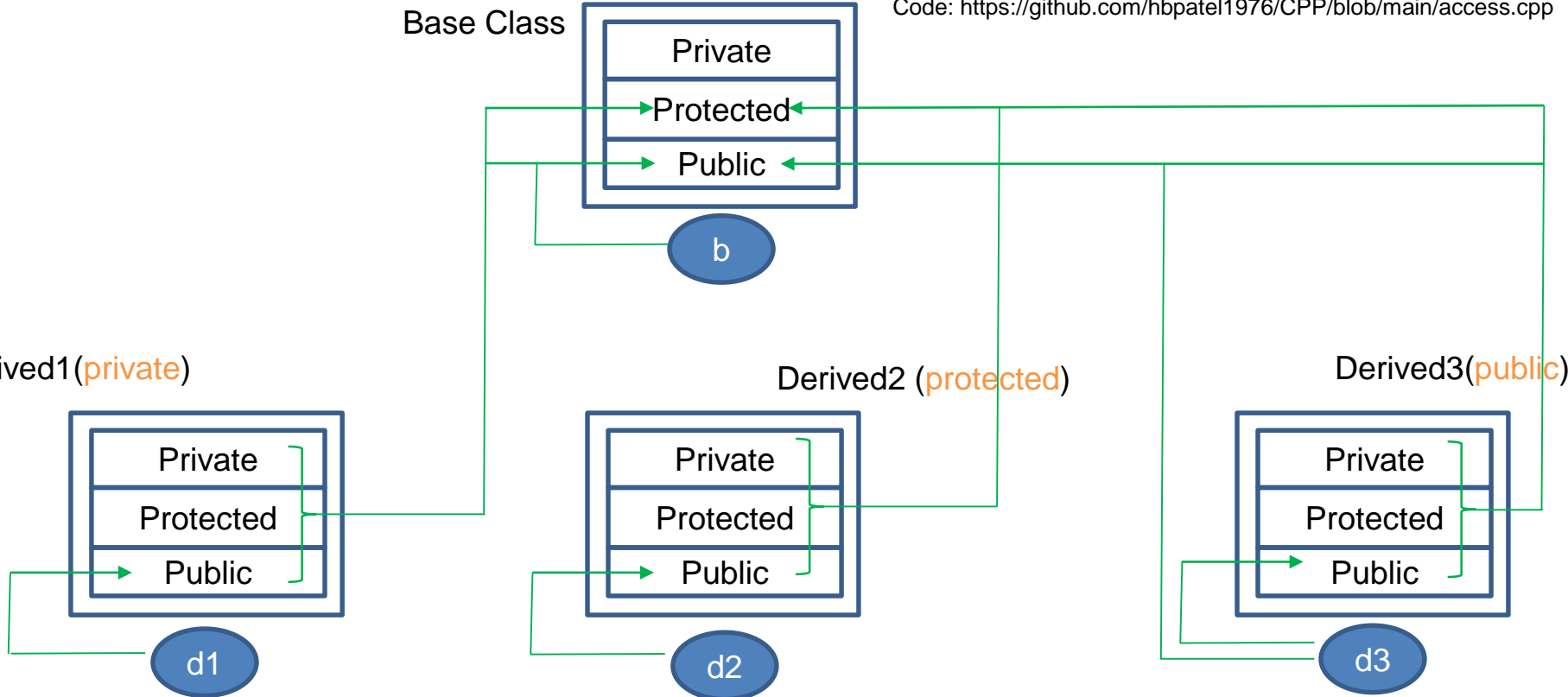


d2

Derived3(public)



d3





# Programming: Object & Class

## (A Class and An Object)

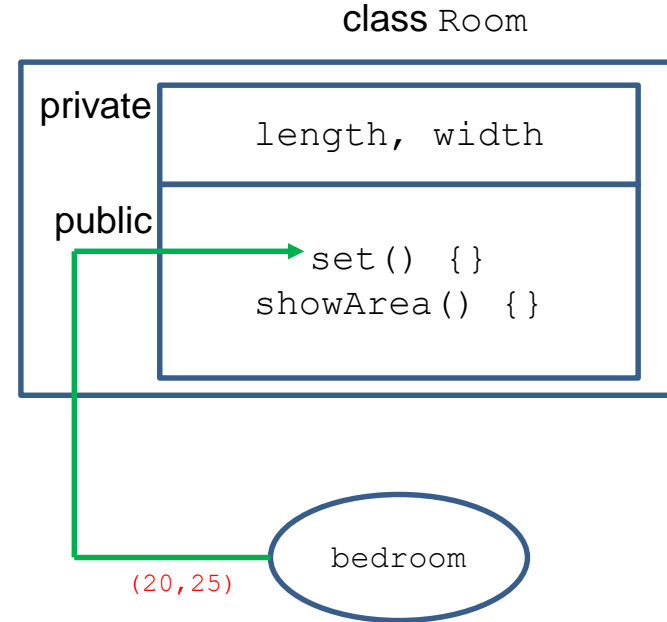
[www.hbpatel.in](http://www.hbpatel.in)

```
#include <iostream>
using namespace std;
class Room
{
private:
    float length, width;
public:
    void set(float l, float w){length=l; width=w;}
    void showArea()
        {cout << " Area : " << length * width << endl;}
};

int main()
{
    Room bedroom;
    bedroom.set(20, 25);
    bedroom.showArea();
}
```

**OUTPUT**

Area : 500





# Programming: Object & Class

## (A Class and Two Objects)

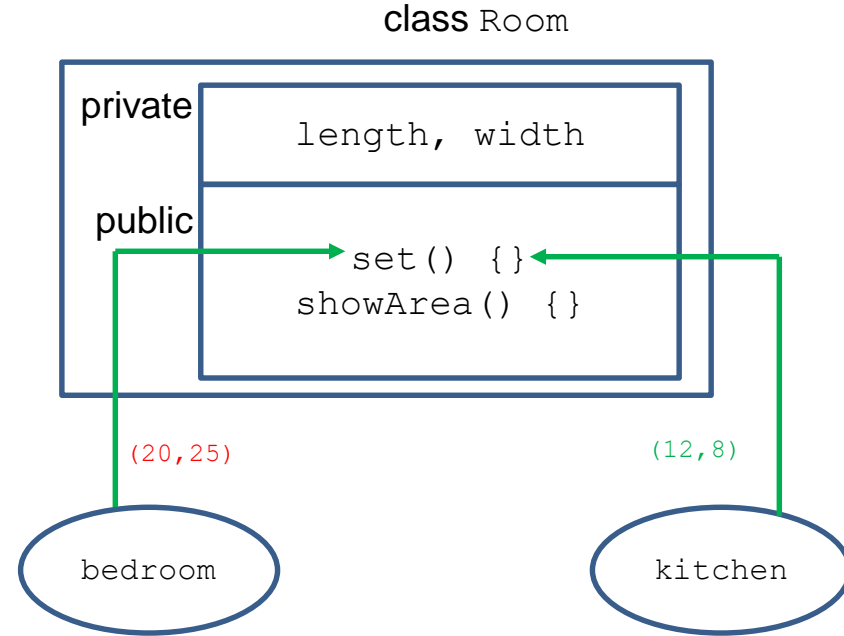
www.hbpatel.in

```
#include <iostream>
using namespace std;
class Room
{
private:
    float length, width;
public:
    void set(float l, float w){length=l; width=w;}
    void showArea()
        {cout << " Area : " << length * width << endl;}
};
```

```
int main()
{
    Room bedroom, kitchen;
    bedroom.set(20, 25);
    kitchen.set(12,8);
    std::cout << std::setw(5);
    cout << "Bedroom ";
    bedroom.showArea();
    cout << "Kitchen ";
    kitchen.showArea();
}
```

### OUTPUT

Bedroom	Area : 500
Kitchen	Area : 96





# Programming: Object & Class

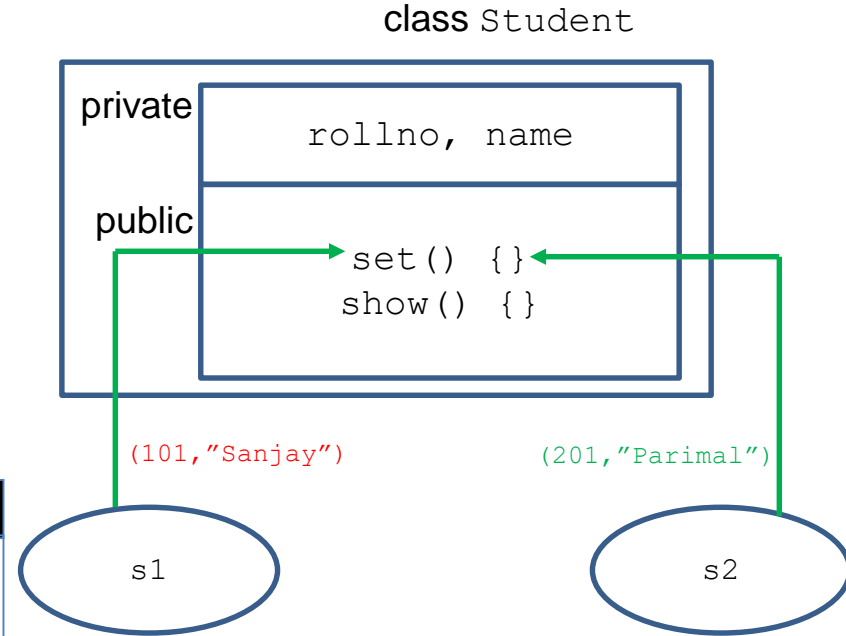
## (A Class and Two Objects)

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```
#include <iostream>
#include <string.h>
using namespace std;
class Student
{
private:
    int rollno;
    char name[20];
public:
    void set(int r, char n[20])
        {rollno=r; strcpy(name,n);}
    void show()
        {cout << rollno << "\t" << name << endl;}
};
int main()
{
    Student s1,s2;
    s1.set(101,"Sanjay");
    s2.set(201,"Parimal");
    s1.show();
    s2.show();
}
```

### OUTPUT

101	Sanjay
201	Parimal



Code: <https://github.com/hbpatel1976/Cpp/blob/main/obj02.cpp>

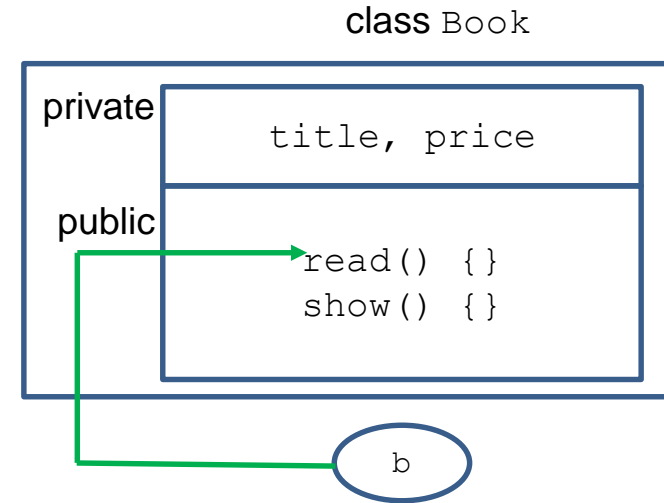


# Programming: Object & Class

## (A Class and An Object)

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```
#include <iostream>
#include <string.h>
using namespace std;
class Book
{
private:
    char title[20];
    float price;
public:
    void read()
    {cout << "Enter Book Title: ";
      cin >> title;
      cout << "Enter Book Price: ";
      cin >> price;
    }
    void show()
    {cout << "Book : " << title << " Price : " << price << endl;}
};
int main()
{
    Book b;
    b.read();
    b.show();
}
```



### OUTPUT

```
Enter Book Title: C++Programming
Enter Book Price: 200
Book : C++Programming Price : 200
```



# Programming: Object & Class (Array of Objects)

[www.hbpatel.in](http://www.hbpatel.in)

```
#include <iostream>
using namespace std;
#define total 3
class Room
{
private:
    float length, width;
public:
    void read()
    {
        cout << "Enter Length : "; cin >> length;
        cout << "Enter Width : "; cin >> width;
    }
    void showArea() {cout << "Area : " << length * width << endl;}
};

int main()
{
    int i;
    Room r[total];
    for(i=0; i<total; ++i){r[i].read();}
    for(i=0; i<total; ++i){r[i].showArea();}
}
```

## OUTPUT

```
Enter Length : 10
Enter Width : 20
Enter Length : 12
Enter Width : 14
Enter Length : 9
Enter Width : 15
Area : 200
Area : 168
Area : 135
```



# Programming: Object & Class

## (Scope Resolution Operator ::)

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```
#include <iostream>
using namespace std;
#define total 3
class Room
{
private:
    float length, width;
public:
    void read();
    void showArea();
};

void Room::read()
{
    cout << "Enter Length : "; cin >> length;
    cout << "Enter Width : "; cin >> width;
}

void Room::showArea()
{
    cout << " Area : " << length * width << endl;
}

int main()
{
    int i;
    Room r[total];
    for(i=0; i<total; ++i){r[i].read();}
    for(i=0; i<total; ++i){r[i].showArea();}
}
```

### OUTPUT

```
Enter Length : 10
Enter Width : 20
Enter Length : 12
Enter Width : 14
Enter Length : 9
Enter Width : 15
Area : 200
Area : 168
Area : 135
```



# Programming: Object & Class

## (Local & Global Scope with Scope Resolution Operator)

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```
#include <iostream>
using namespace std;
int data = 100; // Global Variable
int main()
{
    int data = 54; // Local Variable
    cout << "Local Variable : " << data;
    cout << "\nGlobal Variable : " << ::data;
}
```

### OUTPUT

Local Variable : 54  
Global Variable : 100





# Programming: Object & Class

## (setw, endl, showpoint, setprecision manipulators)

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### OUTPUT

```
10
1000
      10
     1000
1.0 with showpoint: 1.00000
1.0 with noshowpoint: 1
default precision (6): 3.14159
std::setprecision(10): 3.141592654
```

```
#include <iostream>
#include <iomanip>
using namespace std;
int main()
{
    int data1=10, data2=1000;
    long double pi = 3.141592653589793239;
    cout << data1 << endl;
    cout << data2 << endl;

    std::cout << std::setw(10);
    cout << data1 << endl;
    std::cout << std::setw(10);
    cout << data2 << endl;

    cout << "1.0 with showpoint: " << std::showpoint << 1.0 << '\n';
    cout << "1.0 with noshowpoint: " << std::noshowpoint << 1.0 << '\n';

    cout << "default precision (6): " << pi << '\n';
    cout << "std::setprecision(10): " << std::setprecision(10) << pi << '\n';
}
```



# Type Conversion

[www.hbpatel.in](http://www.hbpatel.in)

```
#include <iostream>
using namespace std;
int main()
{
    int a1 = 10, a2;
    char b1 = 'a', b2;
    float c1 = 12.34, c2;
    double d1 = 4.2;

    a2 = a1 + b1; // Implicit Conversion ['a' -> 97]
    b2 = b1 + 10; // Implicit Conversion 'a' + 10 = 97 + 10 = 107 => 'k'
    c2 = c1 + a1; // Implicit Conversion [10 -> 10.0]

    cout << a2 << endl;
    cout << b2 << endl;
    cout << c2 << endl;

    c2 = a1 / a2;
    cout << c2 << endl;

    c2 = (float)a1 / a2; // Explicit Conversion of int into float
    cout << c2 << endl;
}
```

## OUTPUT

```
107
k
22.34
0
0.0934579
```



# C++ Programming: Modules

[www.hbpatel.in](http://www.hbpatel.in)

Module 1: Essentials of C Programming

Module 2: Fundamental Concepts of OOP with C++

Module 3: C++ Programming Syntactical Basics

Module 4: C++ Functions

Module 5: Objects and Class

Module 6: Operator Overloading

Module 7: Inheritance

Module 8: Polymorphism & Virtual Functions

Module 9: Templates and Exception Handling

Module 10: Introduction to Streams and Files



# C++ Functions

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## KSV Examination Questions from this unit

1. What is function overloading in C++? [5, Feb-2022] Write a program that overloads volume functions that return volume of a cube, cuboids and cylinder. [5, Jan-2023]
2. Explain function overloading. [5, Jun-2023] Write a program to calculate area of rectangle and triangle using function overloading. [5, July-2022] [5, Feb-2022]
3. Explain the concept of function overloading by overloading 3 function in a program.[5, Jan-2024]
4. What is reference variable? Explain with suitable example. [5, Jan-2023]
5. What is reference variable in C++? [5, July-2022] [2.5, Jun-2023]
6. Create a class TIME with members: hour, minute and second. Read values from keyboard and add two TIME objects (hint: by passing objects to function) and display the result. [5, Feb-2022]
7. How to pass an object as an argument. Explain using a program. [5, Jan-2024]



# Simple Function

[www.hbpatel.in](http://www.hbpatel.in)

```
#include <iostream>
using namespace std;

int main()
{
    void myFunction(void);    // Function Declaration
    myFunction();             // Function Call
}

void myFunction(void)         // Function Definition/Body
{
    cout << "This is myFunction\n";
}
```

## OUTPUT

This is myFunction



# Simple Function

[www.hbpatel.in](http://www.hbpatel.in)

```
#include <iostream>
using namespace std;

int main()
{
    void myFunction(void);    // Function Declaration
    myFunction();             // Function Call
    myFunction();             // Function Call
    myFunction();             // Function Call
}

void myFunction(void)         // Function Definition/Body
{
    cout << "This is myFunction\n";
}
```

## OUTPUT

```
This is myFunction
This is myFunction
This is myFunction
```



# Simple Function

[www.hbpatel.in](http://www.hbpatel.in)

```
#include <iostream>
using namespace std;

int main()
{
    void myFunction();           // Function Declaration
    myFunction();               // Function Call
    myFunction();               // Function Call
    myFunction();               // Function Call
}

void myFunction(void)           // Function Definition/Body
{
    cout << "This is myFunction\n";
}
```

## OUTPUT

```
This is myFunction
This is myFunction
This is myFunction
```



**www.hbpatel.in**

```
#include <iostream>
using namespace std;
int main()
{
    void Function(int), Function(int,int), Function(int,int,int);
    Function(10);
    Function(10,20);
    Function(10,20,30);
}
void Function(int x)
{
    cout << "Function with one argument\n";
}
void Function(int x, int y)
{
    cout << "Function with two arguments\n";
}
void Function(int x, int y, int z)
{
    cout << "Function with three arguments\n";
}
```

## OUTPUT

```
Function with one argument
Function with two arguments
Function with three arguments
```





# Function Overloading

[www.hbpatel.in](http://www.hbpatel.in)

```
#include <iostream>
using namespace std;

int main()
{
    int add(int, int);
    double add(double, double);
    cout << add(10, 20) << endl;
    cout << add(5.8, 7.9) << endl;
}

int add(int x, int y)
{
    cout << "Integer Addition Function : ";
    return x+y;
}

double add(double x, double y)
{
    cout << "Double Addition Function : ";
    return x+y;
}
```

## OUTPUT

```
Integer Addition Function : 30
Double Addition Function : 13.7
```



# Function Overloading

[www.hbpatel.in](http://www.hbpatel.in)

```
#include <iostream>
using namespace std;
int main()
{
    void print(int), print(char), print(double);
    print(10);
    print('a');
    print(10.345);
}
void print(int x)
{
    cout << "Integer : " << x << endl;
}
void print(char x)
{
    cout << "Character : " << x << endl;
}
void print(double x)
{
    cout << "Double : " << x << endl;
}
```

## OUTPUT

```
Integer : 10
Character : a
Double : 10.345
```



# this Pointer

[www.hbpatel.in](http://www.hbpatel.in)

## OUTPUT

Hour: 3 Minute: 55 Second: 39

```
#include <iostream>
using namespace std;
class Time
{
private: int hour, minute, second;
public:
    void setTime(int hour, int minute, int second)
    {
        this->hour = hour;
        this->minute = minute;
        this->second = second;
    }
    void showTime(void)
    {
        cout << "Hour: " << hour << " Minute: " << minute << " Second: " << second;
    }
};
int main()
{
    Time t;
    t.setTime(3,55,39);
    t.showTime();
}
```



# Passing Object as Argument (this pointer)

[www.hbpatel.in](http://www.hbpatel.in)

```
#include <iostream>
using namespace std;
class Time
{private: int hour, minute, second;
public:
    void readTime(void)
    {
        cout << "Enter Hour : "; cin >> hour;
        cout << "Enter Minute : "; cin >> minute;
        cout << "Enter Second : "; cin >> second;
    }
    Time add(Time t)
    {
        Time temp;
        temp.hour = this.hour + t.hour;
        temp.minute = this.minute + t.minute;
        temp.second = this.second + t.second;
        if(temp.second>=60){temp.minute++; temp.second-=60;}
        if(temp.minute>=60){temp.hour++; temp.minute-=60;}
        return temp;
    }
    void showTime(void)
    {cout << "Hour: " << hour << " Minute: " << minute << " Second: " << second;}
};

int main()
{
    Time t1, t2, t3;
    t1.readTime();
    t2.readTime();
    t3=t1.add(t2);
    t3.showTime();
}
```

## OUTPUT

```
Enter Hour : 4
Enter Minute : 53
Enter Second : 49
Enter Hour : 8
Enter Minute : 15
Enter Second : 16
Hour: 13 Minute: 9 Second: 5
```



# Reference variable

[www.hbpatel.in](http://www.hbpatel.in)

## OUTPUT

```
#include <iostream>
using namespace std;
int main()
{
    int x = 10;
    int& refToX = x;
    cout << &x << endl;
    cout << &refToX << endl;
```

```
cout << "Original value of variable x = " << x << endl;
cout << "Original value of reference to x = " << refToX << endl;
```

```
refToX = 20;
cout << "After Changing Reference to the variable: Value of variable x = " << x << endl;
cout << "After Changing Reference to the variable: Value of reference to x = " << refToX << endl;
```

```
x = 30;
cout << "After Changing the value of the variable: Value of variable x = " << x << endl;
cout << "After Changing the value of the variable: Value of reference to x = " << refToX << endl;
```

```
}
```

```
0x6ffe04
0x6ffe04
Original value of variable x = 10
Original value of reference to x = 10
After Changing Reference to the variable: Value of variable x = 20
After Changing Reference to the variable: Value of reference to x = 20
After Changing the value of the variable: Value of variable x = 30
After Changing the value of the variable: Value of reference to x = 30
```



# C++ Programming: Modules

[www.hbpatel.in](http://www.hbpatel.in)

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Module 7: Inheritance

Module 8: Polymorphism & Virtual Functions

Module 9: Templates and Exception Handling

Module 10: Introduction to Streams and Files



# Objects and Class

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## KSV Examination Questions from this unit

1. What is constructor? Explain parametrized constructor with example. [5, Jan-2023]
2. Explain constructor. Explain copy constructor and parametrized constructor with example. [5, July-2022]  
[5, Feb-2022] [5, Jun-2023] [5, Jan-2024]
3. Explain the use of destructor in C++. Discuss its features. [5, Jan-2023]
4. Explain the use of constructor and destructor. Explain default constructor with example. [5, July-2022]
5. Demonstrate the usage of destructor using a program. [5, Jan-2024]
6. What is inline function? Write a program to find area of a bigger circle using inline function. [5, Jan-2023]
7. What is inline function? Explain with an example. [5, July-2022] [5, Feb-2022] [5, Jun-2023]
8. What is friend function? What are the advantages and disadvantages of friend function? [5, Jan-2023]  
[5, Feb-2022] [5, Jun-2023]
9. What is friend function? Write a program to find out sum of two private data members a and b of two classes X and Y using common friend function. Assume that the prototype for both classes will be void sum(X, Y). [5, July-2022]



# Constructor

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**Constructor** is a special method that is called/invoked **automatically** whenever an object is created. (Unlike regular functions, you do not need to call it explicitly). It has the **same name** as the class. We can have **multiple constructors** in a class, wherein the constructors are differentiated based on the arguments passed to them. Constructor without argument is also known as **default constructor**.

```
#include <iostream>
using namespace std;
class Test
{
private:
    int data;
public:
    Test()
    {cout << "Constructor Called\n";
    data=0;
    }
    void showData(void)
    {cout << data << endl;}
};
```

```
int main()
{
    Test obj;
    obj.showData();
}
```

## OUTPUT

```
Constructor Called
0
```





# Constructor

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**Constructor** is a special method that is called/invoked **automatically** whenever an object is created. (Unlike regular functions, you do not need to call it explicitly). It has the **same name** as the class. We can have **multiple constructors** in a class, wherein the constructors are differentiated based on the arguments passed to them.

```
#include <iostream>
using namespace std;
class Test
{
    private:  int data;
    public:
        Test()
        {cout << "Constructor Called - without argument \n";
         data=0;
        }
        Test(int x)
        {cout << "Constructor Called - with argument \n";
         data=x;
        }
        void showData(void)
        {cout << data << endl;}
};
```

```
int main()
{
    Test obj1, obj2(10);
    obj1.showData();
    obj2.showData();
}
```

## OUTPUT

```
Constructor Called - without argument
0
Constructor Called - with argument
10
```



# Constructor

[www.hbpatel.in](http://www.hbpatel.in)

```
#include <iostream>
using namespace std;
class Time
{
private: int hour, minute, second;
public:
    Time()
    {
        cout << "Constructor called\n";
        hour = minute = second = 0;
    }
    void setTime(int h, int m, int s)
    {
        hour = h;
        minute = m;
        second = s;
    }
    void showTime(void)
    {
        cout << "Hour: " << hour << " Minute: " << minute << " Second: " << second << endl;
    }
};

int main()
{
    Time t1, t2;
    t1.showTime();
    t2.showTime();
    t1.setTime(3,55,39);
    t1.showTime();
    t2.showTime();
}
```

## OUTPUT

```
Constructor called
Constructor called
Hour: 0 Minute: 0 Second: 0
Hour: 0 Minute: 0 Second: 0
Hour: 3 Minute: 55 Second: 39
Hour: 0 Minute: 0 Second: 0
```



# Destructor

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**Destructor** is a special method that is called/invoked **automatically** whenever an object is destroyed. (Unlike regular functions, you do not need to call it explicitly). It has the **same name** as the class preceded by a tilde (~) sign. We can have **only one destructor** in a class. Destructor neither takes any argument nor returns anything. Destructor is used to **release memory** space occupied by the objects created by the constructor.



# Destructor

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```
#include <iostream>
using namespace std;
class SampleClass
{
public:
    SampleClass()
    {
        cout << "This is a constructor\n";
    }
    ~SampleClass()
    {
        cout << "This is a destructor\n";
    }
};

int main()
{
    cout << "This is beginning of main function\n";
    SampleClass s;
    cout << "This is end of main function\n";
}
```

## OUTPUT

```
This is beginning of main function
This is a constructor
This is end of main function
This is a destructor
```



# Destructor

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```
#include <iostream>
using namespace std;
static int totalObjects = 0;
class SampleClass
{
public:
    SampleClass()
    {
        totalObjects++;
        cout << "Object # " << totalObjects << " Created with address " << this << "\n";
    }
    ~SampleClass()
    {
        totalObjects--;
        cout << "Object # " << totalObjects << " Destroyed with address " << this << "\n";
    }
};

int main()
{
    cout << "This is beginning of main function\n";
    SampleClass s1, s2, s3;
    cout << "This is end of main function\n";
}
```

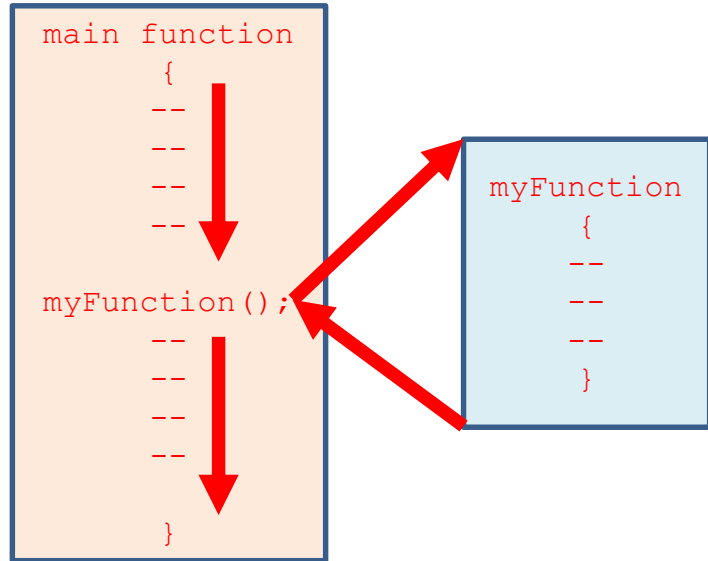
## OUTPUT

```
This is beginning of main function
Object # 1 Created with address 0x6ffe0f
Object # 2 Created with address 0x6ffe0e
Object # 3 Created with address 0x6ffe0d
This is end of main function
Object # 2 Destroyed with address 0x6ffe0d
Object # 1 Destroyed with address 0x6ffe0e
Object # 0 Destroyed with address 0x6ffe0f
```

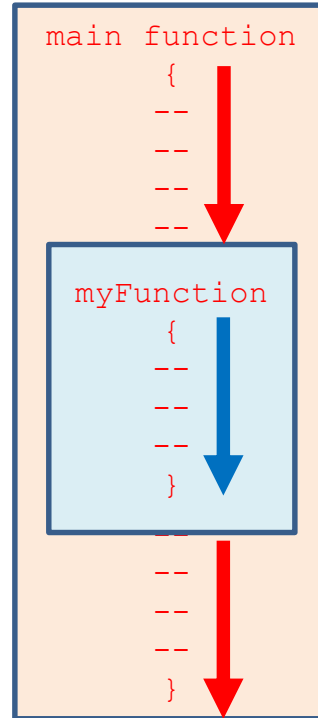


# inline function

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**Normal function**



**inline function**

Inline functions are used to reduce the function call overhead. When an inline function is called, the entire code of the inline function gets substituted at the point of function call. This is done by the C++ compiler at compile time to reduce the execution time.



# inline function

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```
#include <iostream>
using namespace std;
inline int factorial(int n)
{
    int answer=1;
    for(int i=2; i<n; ++i)answer*=i;
    return answer;
}
int main()
{
    cout << "Factorial of 5 = " << factorial(5);
}
```

## OUTPUT

Factorial of 5 = 120



# inline function

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```
#include <iostream>
using namespace std;
class myMath
{
    public:
        int factorial(int);
};
inline int myMath:: factorial(int n)
{
    int answer=1;
    for(int i=2; i<=n; ++i)answer*=i;
    return answer;
}
int main()
{
    myMath obj;
    cout << "Factorial of 5 = " << obj.factorial(5);
}
```

## OUTPUT

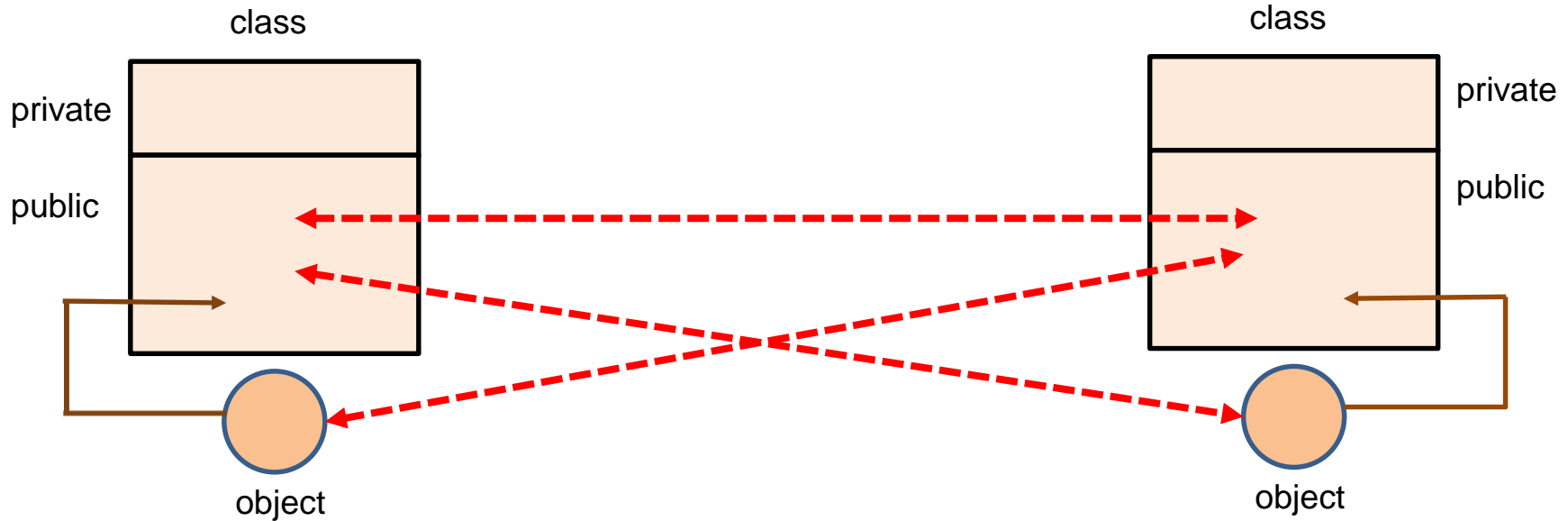
Factorial of 5 = 120





# friend function

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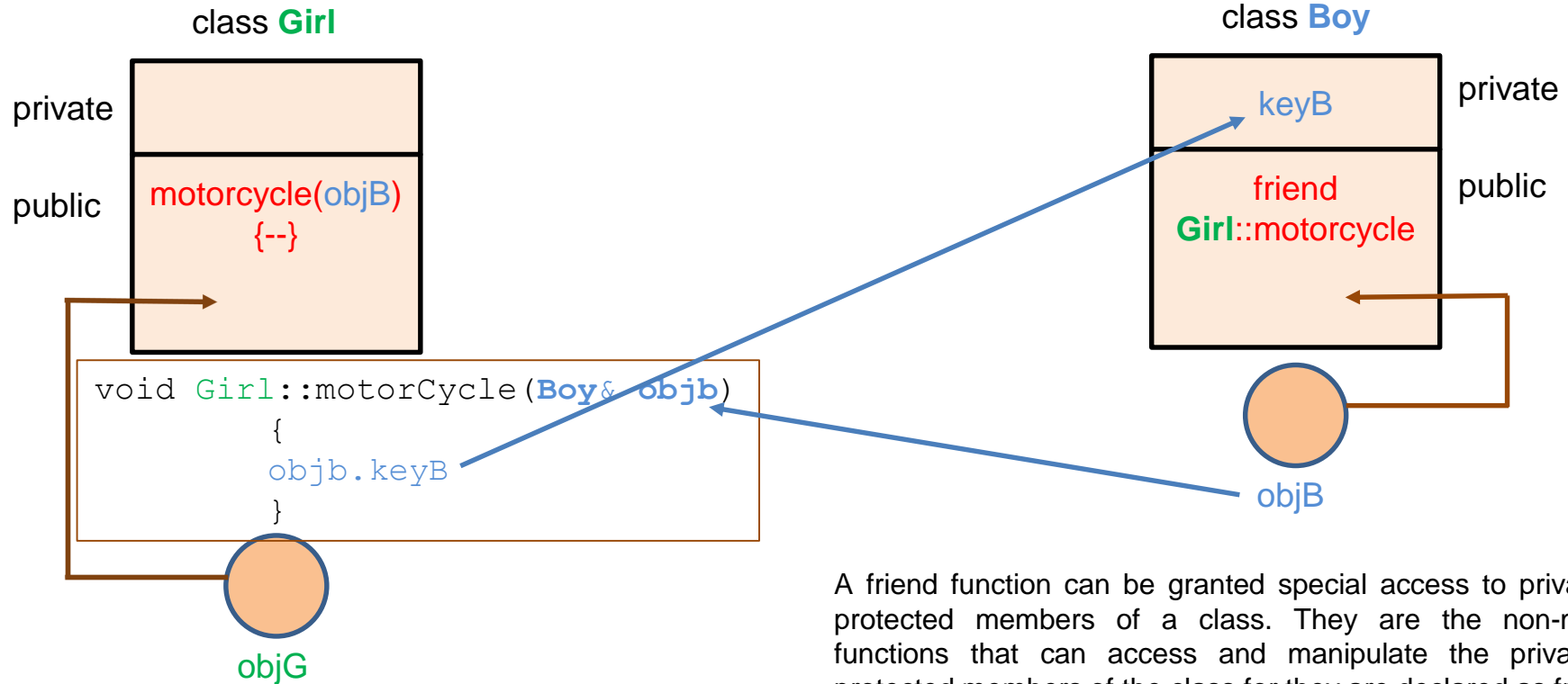


A friend function can be granted special access to private and protected members of a class. They are the non-member functions that can access and manipulate the private and protected members of the class for they are declared as friends.



# friend function

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A friend function can be granted special access to private and protected members of a class. They are the non-member functions that can access and manipulate the private and protected members of the class for they are declared as friends.



# friend function

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```
#include <iostream>
using namespace std;
class Boy;

class Girl
{
public: void motorCycle(Boy& obj);
};

class Boy
{
private: int keyB;
public:
    Boy(){keyB = 10;}
friend void Girl::motorCycle(Boy&);
}
```

```
void Girl::motorCycle(Boy& objb)
{
    cout << objb.keyB << endl;
}

int main()
{
    Boy objB;
    Girl objG;
    objG.motorCycle(objB);
}
```

## OUTPUT

10



# friend function

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Write a program to find out sum of two private data members a and b of two classes X and Y using common friend function. Assume that the prototype for both classes will be void sum(X, Y).

```
#include <iostream>
using namespace std;
class Y;
class X
{
private:  int a;
public:
        void sum(X, Y);
        X(int argument) {a=argument;}
};
class Y
{
private:  int b;
public:
        Y(int argument) {b=argument;}
        friend void X :: sum(X, Y);
};
```

```
void X :: sum(X object1, Y object2)
{
        cout << object1.a + object2.b;
}

int main()
{
        X obj1(5);
        Y obj2(10);
        obj1.sum(obj1,obj2);
}
```

## OUTPUT

15



# Advantage and Disadvantage of friend function

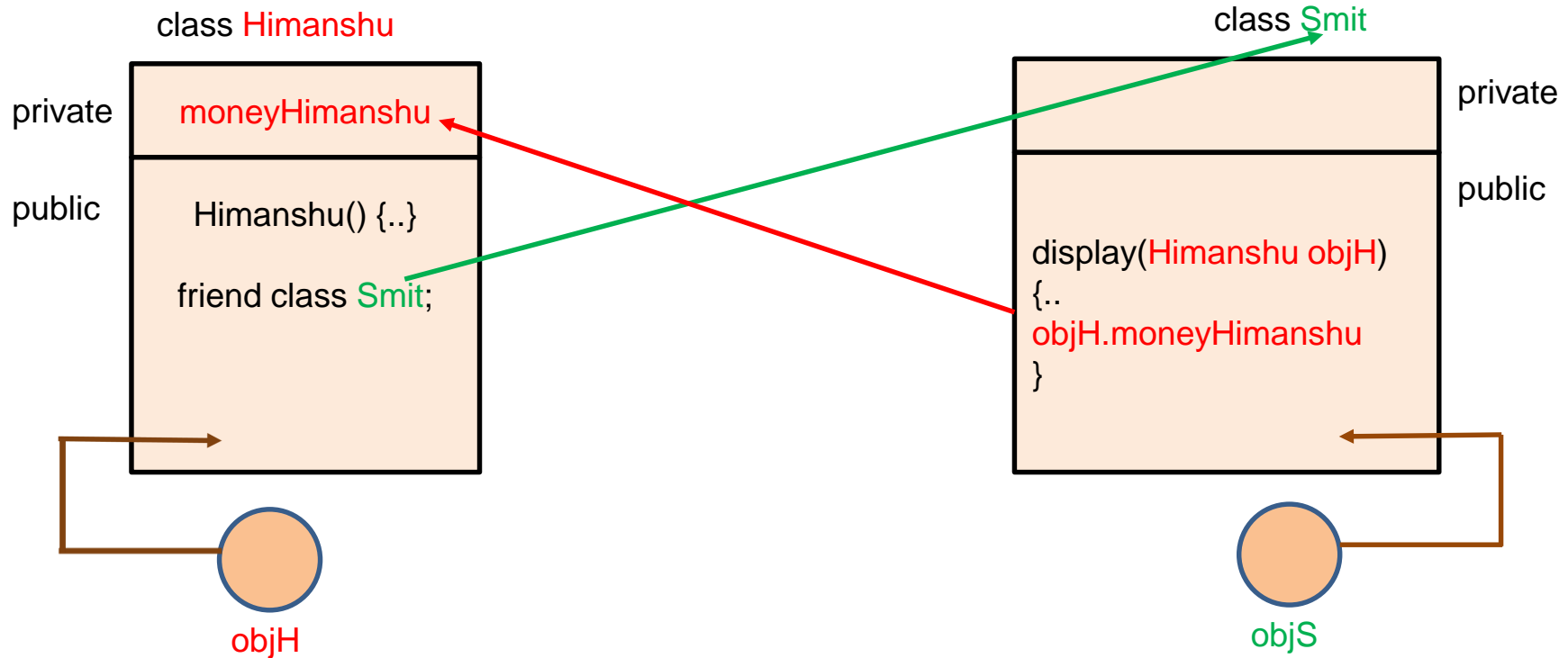
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Advantages	Disadvantages
The declaration can be anywhere in the code	It is not passed to the derived class
There is no need to create an object to call it.	They don't have a storage-specified class.
Non-public members of the class can also be accessed using the friend function.	The friend function comes in handy when multiple classes are tied together.
It can add extra functionality.	Allows private and protected members to be shown as the information of the class.
Enables programming experience to be more efficient than ever before.	It can have both public and private protected members in the same class in which it has been defined.



# friend class

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# friend class

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```
#include <iostream>
using namespace std;
class Himanshu
{
private:
    int moneyHimanshu;
public:
    Himanshu() {moneyHimanshu=1000;}
    friend class Smit;
};
class Smit
{
public:
    void display(Himanshu objh)
    {
        cout << objh.moneyHimanshu;
    }
};
```

```
int main()
{
    Himanshu objH;
    Smit objS;
    objS.display(objH);
}
```

## OUTPUT

1000



# C++ Programming: Modules

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Module 7: Inheritance

Module 8: Polymorphism & Virtual Functions

Module 9: Templates and Exception Handling

Module 10: Introduction to Streams and Files





# Operator Overloading

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## KSV Examination Questions from this unit

1. What is an operator overloading? Write a program to overload binary + operator as a member function. [5, Jan-2023] [5, July-2022] [5, Jun-2023]
2. Write down the example to overload unary and binary operator in C++. [5, Feb-2022]
3. Explain the pitfalls of Operator Overloading. [5, Jan-2024]
4. Define a class complex with real and imaginary as two data member, use necessary constructors and member function to initialize and display data of class. Class should overload the ' - ' operator to subtract two complex objects and return the results. Invoke the statements like C3=C1-C2 in main() function. [5, Jan-2024]



# Operator Overloading

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```
#include <iostream>
using namespace std;
int main()
{
    int x=10, y=20, z;
    z = x + y;
    cout << z;
}
```

Regular operator (E.g. + here) work on built-in data types (E.g. int here)

```
#include <iostream>
using namespace std;
class SampleClass
{
private: int data;
public: SampleClass(int d) {data=d;}
}
int main()
{
    SampleClass obj1(10), obj2(20), obj3(0);
    obj3=obj1+obj2;
}
```

Regular operator (E.g. + here) does **not** work on user-defined data types (E.g. object here)

[Error] no match for 'operator+' (operand types are 'SampleClass' and 'SampleClass')



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```
#include <iostream>
using namespace std;
class SampleClass
{
private:
    int data;
public:
    SampleClass() {data=0;}
    SampleClass(int d) {data=d;}
    SampleClass operator + (SampleClass obj)
    {
        SampleClass temp;
        temp.data = data + obj.data;
        return temp;
    }
    void showData()
    {
        cout << data;
    }
};
```

```
int main()
{
    SampleClass obj1(10), obj2(20), obj3;
    obj3=obj1+obj2;
    obj3.showData();
}
```

## OUTPUT

30



# Operator Overloading

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```
#include <iostream>
using namespace std;
class SampleClass
{
private: int data;
public:
    SampleClass() {data=0;}
    SampleClass(int d) {data=d;}
    SampleClass operator + (SampleClass &argument)
    {
        cout << "Address of calling object = " << this << endl;
        cout << "Address of argument object = " << &argument << endl;
        SampleClass temp;
        temp.data = data + argument.data;
        return temp;
    }
    void showData() {cout << data;}
};
```

```
int main()
{
    SampleClass obj1(10), obj2(20), obj3;
    cout << "Address of obj1 = " << &obj1 << endl;
    cout << "Address of obj2 = " << &obj2 << endl;
    cout << "Address of obj3 = " << &obj3 << endl;
    obj3 = obj1 + obj2;
    obj3.showData();
}
```

## OUTPUT

```
Address of obj1 = 0x6ffe10
Address of obj2 = 0x6ffe00
Address of obj3 = 0x6ffdf0
Address of calling object = 0x6ffe10
Address of argument object = 0x6ffe00
30
```



# Operator Overloading

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Define a class complex with real and imaginary as two data member, use necessary constructors and member function to initialize and display data of class. Class should overload the '-' operator to subtract two complex objects and return the results. Invoke the statements like C3=C1-C2 in main() function.

```
#include <iostream>
using namespace std;
class Complex
{
private: int realData, imaginaryData;
public:
Complex(){realData=0; imaginaryData=0;}
Complex(int r, int i){realData=r; imaginaryData=i;}
Complex operator - (Complex paramterObject)
{
    Complex returnObject;
    returnObject.realData = realData - paramterObject.realData;
    returnObject.imaginaryData = imaginaryData - paramterObject.imaginaryData;
    return returnObject;
}
void showComplex()
{cout << "Real data = " << realData << " Imaginary Data = " << imaginaryData << endl;
}
};
```

```
int main()
{
    Complex C1(20,40), C2(7, 11), C3;
    C3 = C1 - C2;
    C3.showComplex();
}
```

## OUTPUT

Real data = 13 Imaginary Data = 29



# Pros and Cons of Operator Overloading

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## Pros:

- Programmers can utilize notation more closely related to the target domain thanks to operator overloading.
- They offer comparable support for user-defined types as built-in types do.
- Operator overloading facilitates program understanding.

## Cons:

- There are certain exceptions to the rule of operator overloading, which applies to all existing C++ operations.



# C++ Programming: Modules

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Module 8: Polymorphism & Virtual Functions

Module 9: Templates and Exception Handling

Module 10: Introduction to Streams and Files



# Inheritance

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## KSV Examination Questions from this unit

1. Explain the importance of inheritance. List its types and explain anyone with an example. [5, Jan-2023]
2. Define inheritance. Write the types of inheritance. Explain inheritance with example. [5, Feb-2022]  
Consider example with respect to print result of Student and Student details. [5, July-2022] [5, Jun-2023]
3. What is the meaning of Inheritance? State the advantages of using Inheritance concept in a program. [5, Jan-2024]
4. Define multi-path inheritance with example. [5, July-2022]
5. Explain abstract class with example. [5, Jan-2023] [5, Jun-2023]
6. What is the meaning of Abstract Class? Explain it in detail.[5, Jan-2024]
7. Explain late binding and abstract class with example. [5, July-2022] [5, Feb-2022]
8. Explain overriding member function with example. [5, Jun-2023]
9. Write a program having the demonstration of the Method Overriding concept. [5, Jan-2024]
10. Explain overridden/overriding function with example. [5, Jan-2023] [5, July-2022] [5, Feb-2022] [5, Jun-2023]





# Inheritance

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Inheritance is a mechanism in which one object acquires all the properties and behaviours of a parent object. It is an important part of OOP.

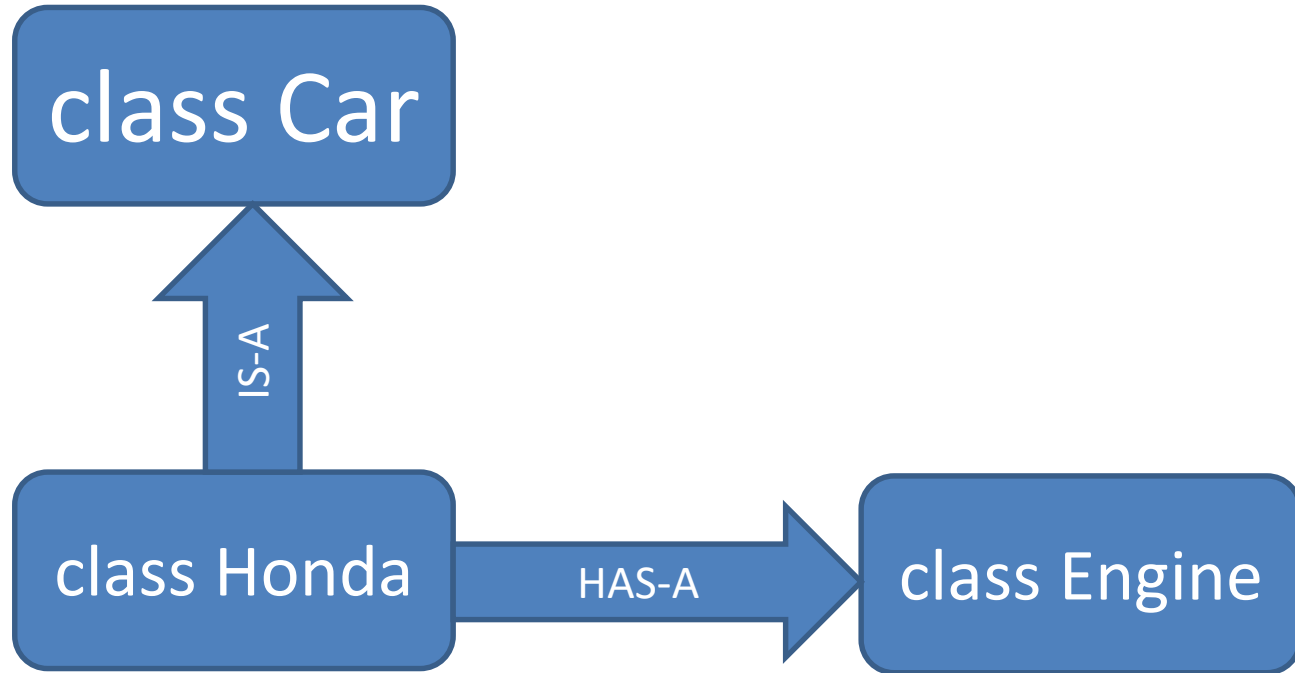
The idea behind inheritance is that you can create new classes that are built upon existing classes. When you inherit from an existing class, you can **reuse** functions and data of the parent class. Moreover, you can add new functions and data in your current class also.

Inheritance represents the IS-A relationship (shown in next slide) which is also known as a parent-child relationship.



# Inheritance

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# Advantages of Inheritance

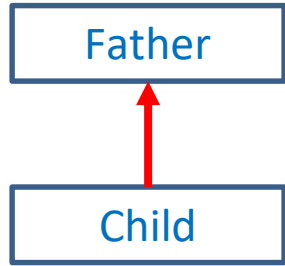
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- **Reusability:** Inheritance helps the code to be reused in many situations. The base class is defined and once it is compiled, it needs not be reworked. Using the concept of inheritance, the programmer can create as many derived classes from the base class as needed while adding specific features to each derived class as required.
- **Save time and efforts:** The above concept of reusability achieved by inheritance saves the programmer time and effort. Since the main code written can be reused in various situation as needed.
- **Data hiding:** The base class can decide to keep some data private so that it cannot be altered by the derived class.
- **Reliability:** It increases program structure which result in greater reliability.
- **Maintainability:** It is easy to debug a program when divided in parts. Inheritance provides an opportunity to capture the program.

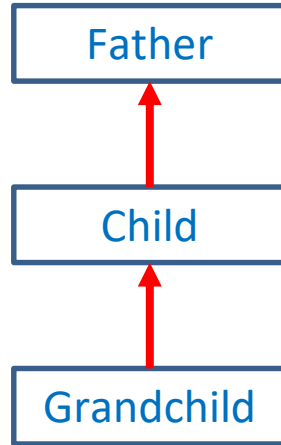


# Inheritance

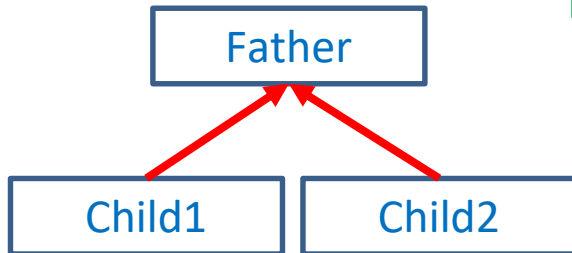
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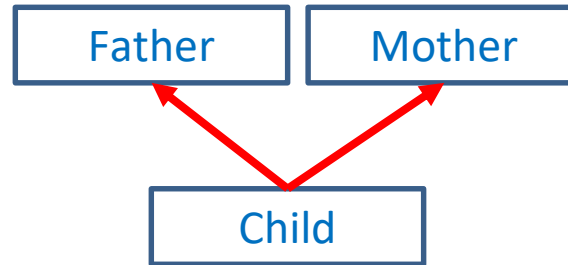
**Single**



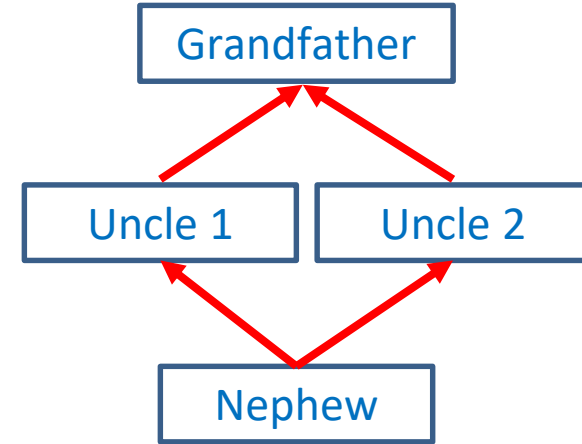
**Multilevel**



**Hierarchical**



**Multiple**



**Hybrid**



# Access Specifiers: Inheritance

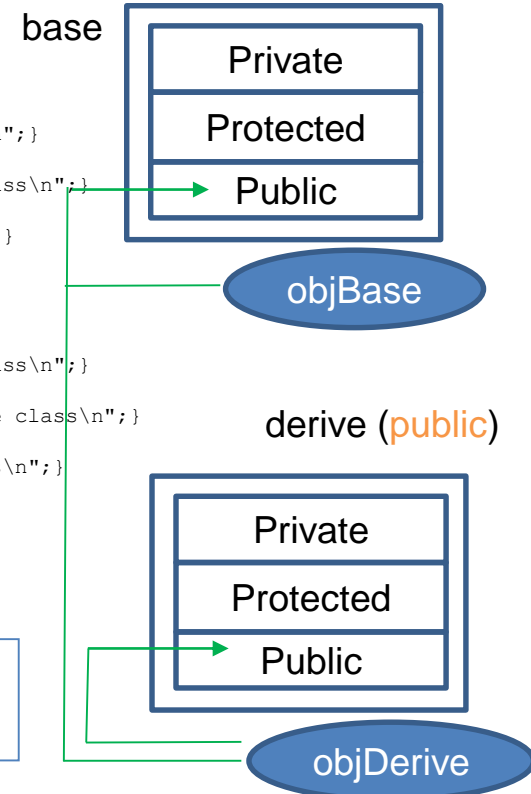
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```
#include <iostream>
using namespace std;
class base
{
private:
    void showBasePrivate() {cout << "This is show function in private section of base class\n";}
protected:
    void showBaseProtected() {cout << "This is show function in protected section of base class\n";}
public:
    void showBasePublic() {cout << "This is show function in public section of base class\n";}
};
class derive : public base
{
private:
    void showDerivePrivate() {cout << "This is show function in private section of derive class\n";}
protected:
    void showDeriveProtected() {cout << "This is show function in protected section of derive class\n";}
public:
    void showDerivePublic() {cout << "This is show function in public section of derive class\n";}
};
int main(void)
{
    base objBase;
    derive objDerive;
```

## OUTPUT

```
objBase.showBasePublic();
objDerive.showBasePublic();
objDerive.showDerivePublic();
}
```

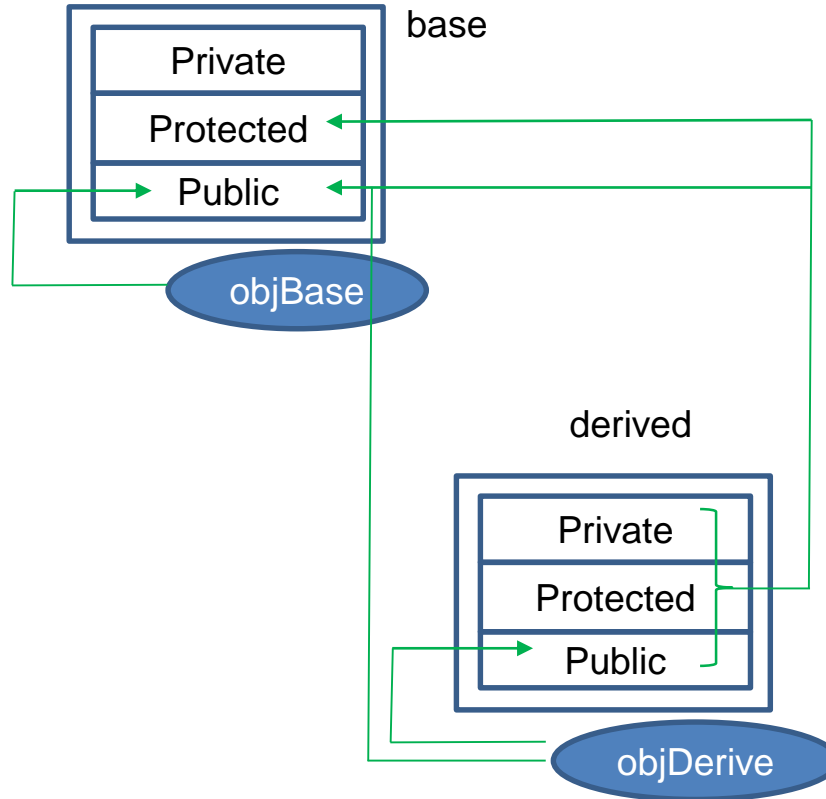
```
This is show function in public section of base class
This is show function in public section of base class
This is show function in public section of derive class
```





# Access Specifiers: Inheritance

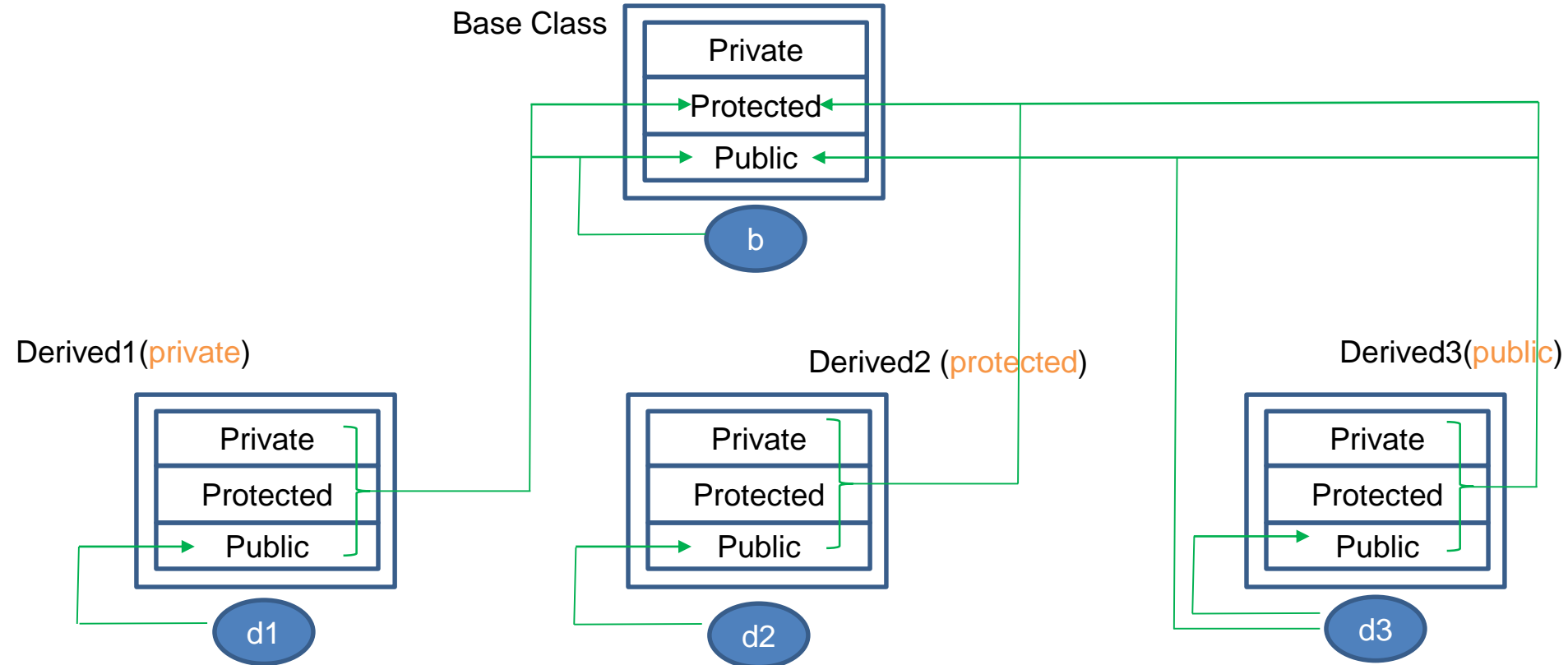
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# Access Specifiers: Inheritance

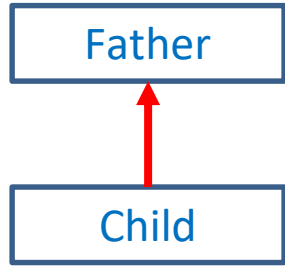
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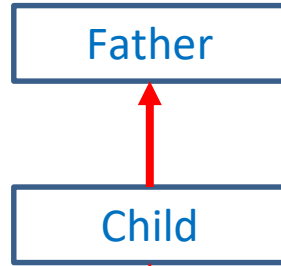


# Inheritance

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**Single**



**Multilevel**



**Hybrid**



**Hierarchical**



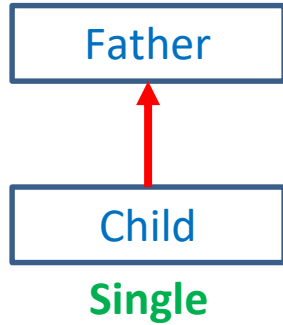
**Multiple**





# Single Inheritance

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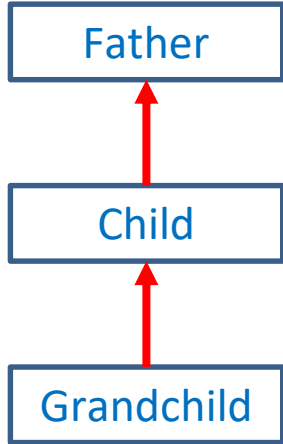


```
#include <iostream>
using namespace std;
class Father
{
private:    int Fmoney;
public:     void setMoneyF(int f){Fmoney=f;}
           void showMoneyF(){cout << "Father Money : " << Fmoney << endl;}
};
class Son : public Father
{
private:    int Smoney;
public:     void setMoneyS(int s, int f)
           {Smoney=s;
            Father::setMoneyF(f);
           }
           void showMoneyS()
           {Father::showMoneyF();
            cout << "Son Money : " << Smoney << endl;
           }
};
int main(void)
{
    Son object;
    object.setMoneyS(5000, 80000);
    object.showMoneyS();
}
```



# Multilevel Inheritance

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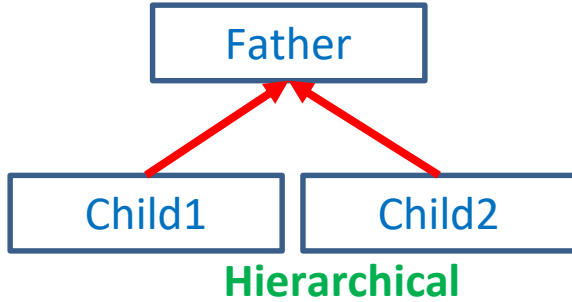


**Multilevel**



# Hierarchical Inheritance

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# Multiple Inheritance

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Father

Mother

Child

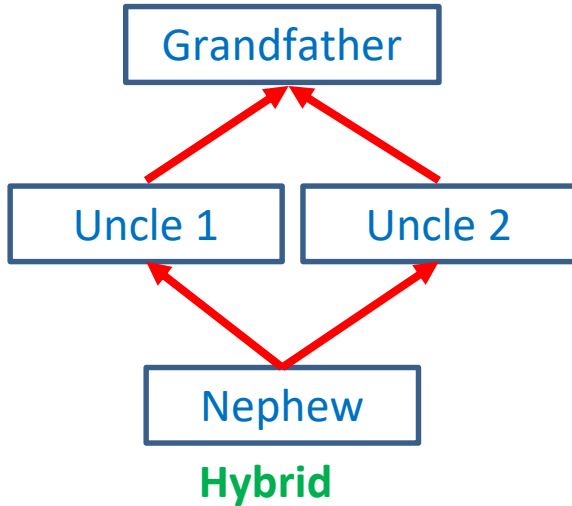
Multiple





# Hybrid Inheritance

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Module 10: Introduction to Streams and Files



# Polymorphism & Virtual Functions

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## KSV Examination Questions from this unit

1. Difference between virtual and pure virtual function. [5, Jan-2023] [5, July-2022] [5, Jun-2023]
2. Define virtual base class. [5, Jan-2023] [5, Feb-2022]
3. Explain polymorphism in C++. Explain compile time and run time polymorphism. [5, Jan-2023] [5, July-2022]
4. How does C++ use the concept of reusability? Write a program in C++ to illustrate use of polymorphism. [5, Feb-2022]
5. Explain runtime polymorphism. Explain and demonstrate, how virtual function to achieve runtime polymorphism. [5, Jun-2023]
6. Explain concept of virtual functions with an example. [5, Jan-2024]



# C++ Programming: Modules

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# Templates and Exception Handling

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## KSV Examination Questions from this unit

1. What are the three keywords for exception handling? Explain these three keywords in details. [5, Jan-2023] Explain try, catch and throw exception handling in C++. [5, Feb-2022]
2. Explain exception handling with example. [5, July-2022]
3. What is exception? Demonstrate try...catch block with example. [5, Jun-2023]
4. Explain with an example, why templates are used in programming? [5, Jan-2023]
5. What is the purpose of using template in C++? Explain template with function and template class with example. [5, July-2022] [5, Feb-2022]
6. Explain function and class templates with appropriate example. [5, Jun-2023]
7. Write a C++ program to handle exception “divide by zero” situation. [5, Jun-2023]
8. Define Template. Write a program to define the function template for calculating the cube of given numbers with different data types. [5, Jan-2024]
9. Explain Exception handling in detail. [5, Jan-2024]



# C++ Programming: Modules

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Module 9: Templates and Exception Handling

Module 10: Introduction to Streams and Files



# Introduction to Streams and Files

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## KSV Examination Questions from this unit

1. What is stream class? Describe various stream classes for console I/O operation. [5, Jan-2023]
2. What is stream class? Explain ifstream, ofstream and fstream class.
3. Explain file handling in C++. [5, Jan-2023]
4. Explain file I/O with stream with one example. [5, July-2022]
5. Explain various file stream classes available for file operations. [5, Feb-2022]
1. Describe various stream classes for console I/O operators. [5, Jun-2023]
2. Explain stream errors in detail. [5, Jan-2024]
3. Explain stream classes and its hierarchy.[5, Jan-2024]