



# C++ Programming



# Subject: OOP using C++

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**Subject(Old):** CC111-N: Object Oriented Programming Using C++

**Subject(New):** 25CE102: Object Oriented Programming using C++

**Detail Contents (Old):** <https://ldrp.ac.in/images/syllabus/CC111-N-OBJECT%20ORIENTED%20%20PROGRAMMIENG%20USING%20C++.pdf>

**Detail Contents (New):** <https://www.ldrp.ac.in/images/syllabus/BE-FirstYear-NEP/25CE102%20Object%20Oriented%20Programming%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					Total
L	T	P	Total		Theory		Mid Sem Exam	CIA	Pract.	
Hrs	Hrs	Hrs	Hrs		Hrs	Marks	Marks	Marks	Marks	Marks
03	00	02	05	04	03	70	30	20	30	150

## 25CE102: Object Oriented Programming using C++

w.e.f. Academic Year:	2025-26
Semester:	2
Category of the Course:	Engineering Science

### Teaching and Evaluation Scheme:

Teaching Scheme					Examination Scheme				
L	T	P	C	Hrs/Week	IE	Theory	CIA	Practical	Total Marks
03	-	02	04	05	40	60	30	20	150

IE: Internal Evaluation

CIA: Continuous Internal Assessment

Theory: Theory Exam (End Semester)

Practical: Practical Exam (End Semester)



# 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, May-2024]
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], [5, Dec-2024]
8. What is structure? Explain the C syntax of structure declaration with example. [5, Dec-2024]
9. Write a program to find a length of string of using pointer and without using a string functions. [5, Dec-2024]



# 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

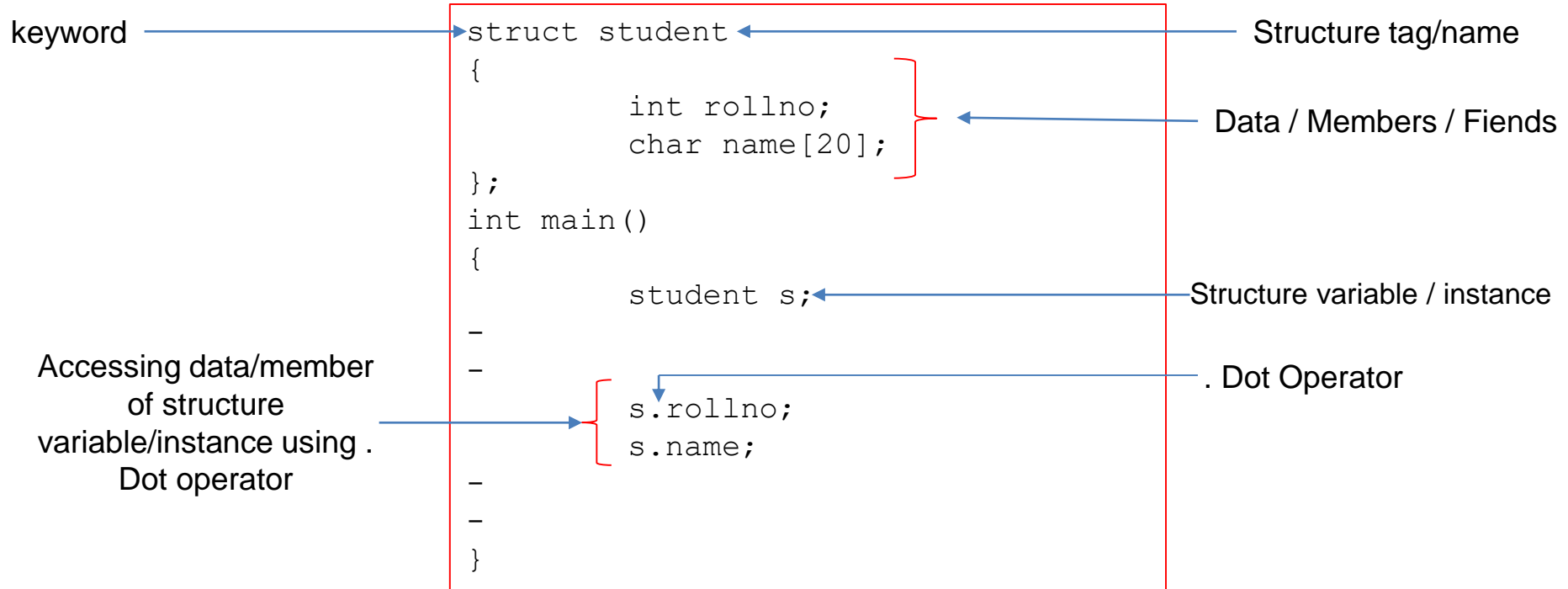
- a. File Management Or Handling - Introduction (<https://youtu.be/dSIyDKNdnX8>)
- b. File Management Or Handling - Advanced (<https://youtu.be/xNyAw-v8Oml>)



# 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.





# 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
```

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





# 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;
}
}
```

## 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
```

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



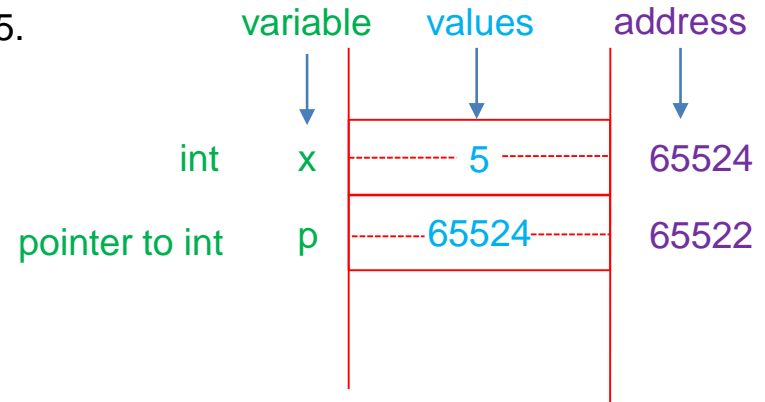
# Essentials of C Programming: Pointer

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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
```

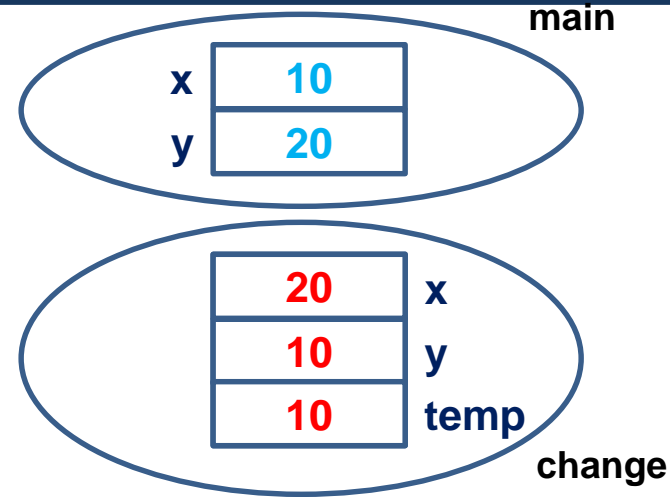


# Essentials of C Programming: Pass by value

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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
```

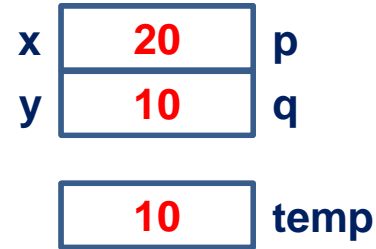
Pass/Call By Value/Reference: Video: [https://youtu.be/dAtoOZN\\_kTk](https://youtu.be/dAtoOZN_kTk)



# 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 7: Inheritance

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Module 9: Templates and Exception Handling

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. Explain all the fundamental concept of OOP and any four in details. [5, May-2024]
4. List application of OOP. explain input-output statement in C++ with a program. [5, May-2024]
5. Write structure of C++ program and explain in brief. [5, Jan-2023] [5, May-2024]
6. Differentiate between Procedure Oriented Programming (POP) and Object Oriented Programming (OOP). [5, Jan-2023] [5, July-2022] [5, Feb-2022] [5, Jan-2024] [5, May-2024] [5, Dec-2024]
7. Which is better programming paradigm between POP and OOP? Explain with a justification your answer. [5, May-2024]
8. Explain the differences between static and dynamic binding. [5, Dec-2024]
9. Distinguish between: Dynamic binding and Message passing. [5, Jan-2023]
10. Explain Dynamic Binding with a program. [5, Jan-2024]



# Fundamental Concepts of OOP with C++

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## KSV Examination Questions from this unit

11. Define terms: (i) Objects (ii) Class (iii) Constant Variable (iv) Token (v) Identifier. [5, July-2022] (iii) destructor [5, Jun-2023]
12. How does main() function in C differ from C++? Give general format of Class. [5, July-2022] [2.5, Jun-2023] [5, Dec-2024]
13. Distinguish between: Data abstraction and Data encapsulation. [5, Jan-2023] [5, Feb-2022] [2.5, May-2024]
14. Explain static data member and member functions in details. [5, May-2024]





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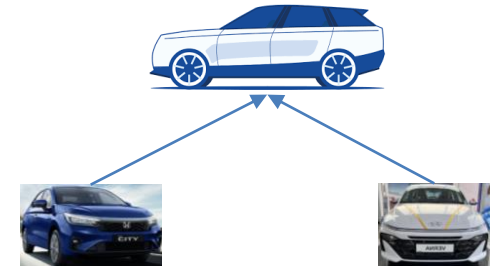
1. **Class**
2. Objects
3. Encapsulation
4. Abstraction
5. Polymorphism
6. Inheritance
7. Dynamic Binding
8. Message Passing

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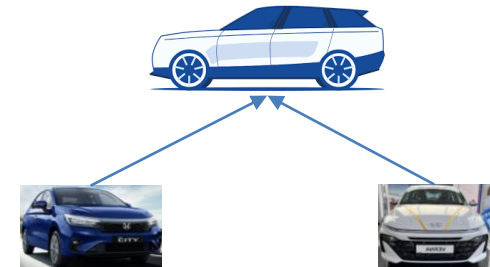
1. Class
2. **Objects**
3. Encapsulation
4. Abstraction
5. Polymorphism
6. Inheritance
7. Dynamic Binding
8. Message Passing

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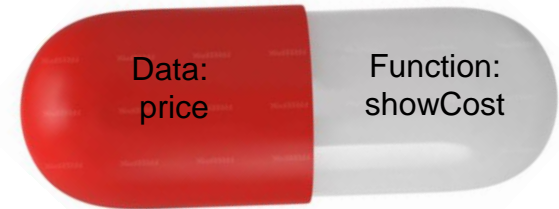
1. Class
2. Objects
3. **Encapsulation**
4. Abstraction
5. Polymorphism
6. Inheritance
7. Dynamic Binding
8. Message Passing

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

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



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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. Explain access specifier : public and private with example. [5, Dec-24] [5, May-24]
5. State the 3 access specifiers of inheritance and explain it in brief. [5, Jan-2024]
6. Explain access specifiers: public and private with [5, July-2022] [5, Jun-2023]
7. Discuss the role of access modes in inheritance and show their visibility when they are inherited as public, private and protected. [5, Feb-2022]
8. Explain the access specifier ? how do access specifier control access to class member? Explain with a suitable example. [5, May-25]
9. Explain the use of setw and endl manipulators. Explain << and >> operators. [5, July-2022]
10. List any three manipulators and explain in detail. [5, Jan-2024]
11. List any three manipulators and explain in detail. [5, May-24]
12. What are manipulators? Name any four commonly used manipulators and explain the functionality of any two of them explain in details. [5, May-25]



# C++ Programming Syntactical Basics

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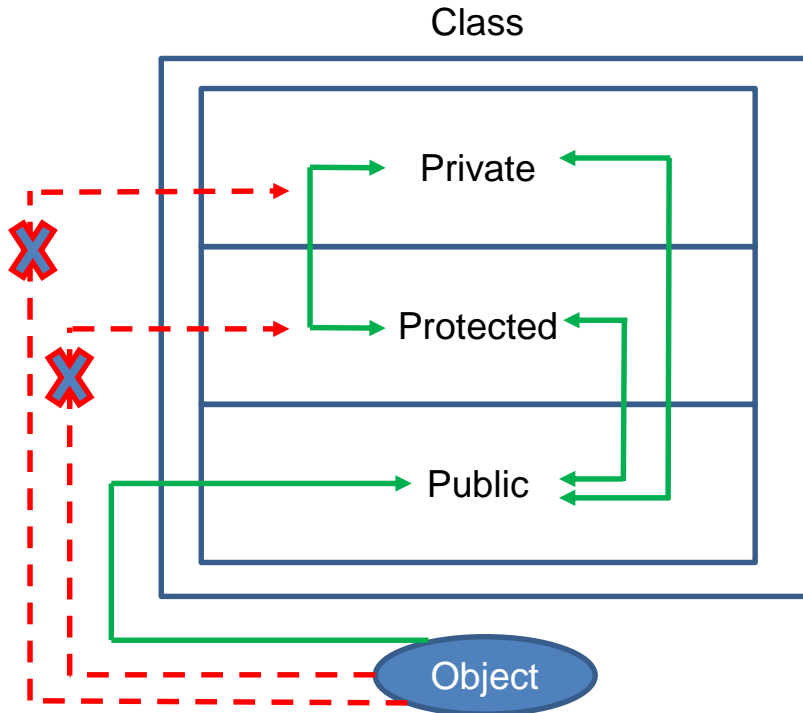
## KSV Examination Questions from this unit

13. What is type conversion in C++? Explain implicit and explicit type conversion with example. [5, Feb-2022] [5, May-24] [5, May-25]
14. 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]
15. Explain implicit and explicit type conversion with example. [5, Dec-24]
16. Explain Scope Resolution (::) operator with suitable example. [5, Jan-2023] [5, July-2022] [5, Feb-2022] [5, Jun-2023] [5, May-24] [5, May-25]
17. Demonstrate the global scope and local scope using scope resolution operator in Program. [5, Jan-2024]
18. Explain "this" pointer with example. [5, Jun-2023]
19. What does 'this' keyword refer to? Explain with a program. [5, Jan-2024] [5, May-24]
20. How does the this pointer distinguishing between data member and parameter with the same name. [5, May-25]



# 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





# Access Specifiers

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```
#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

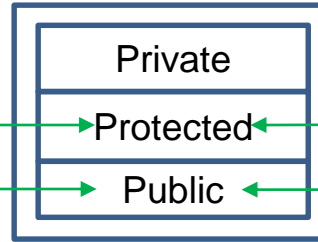


# Access Specifiers: Inheritance

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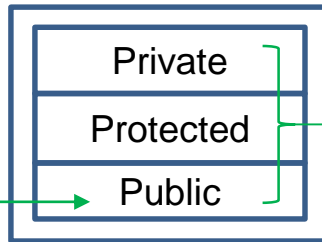
Code: <https://github.com/hbpatel1976/CPP/blob/main/access.cpp>

Base Class



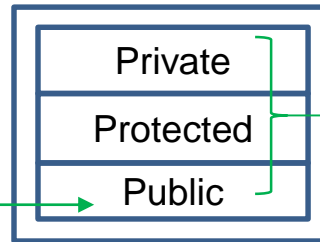
b

Derived1(private)



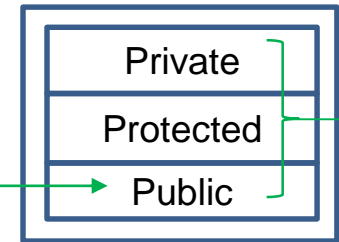
d1

Derived2 (protected)

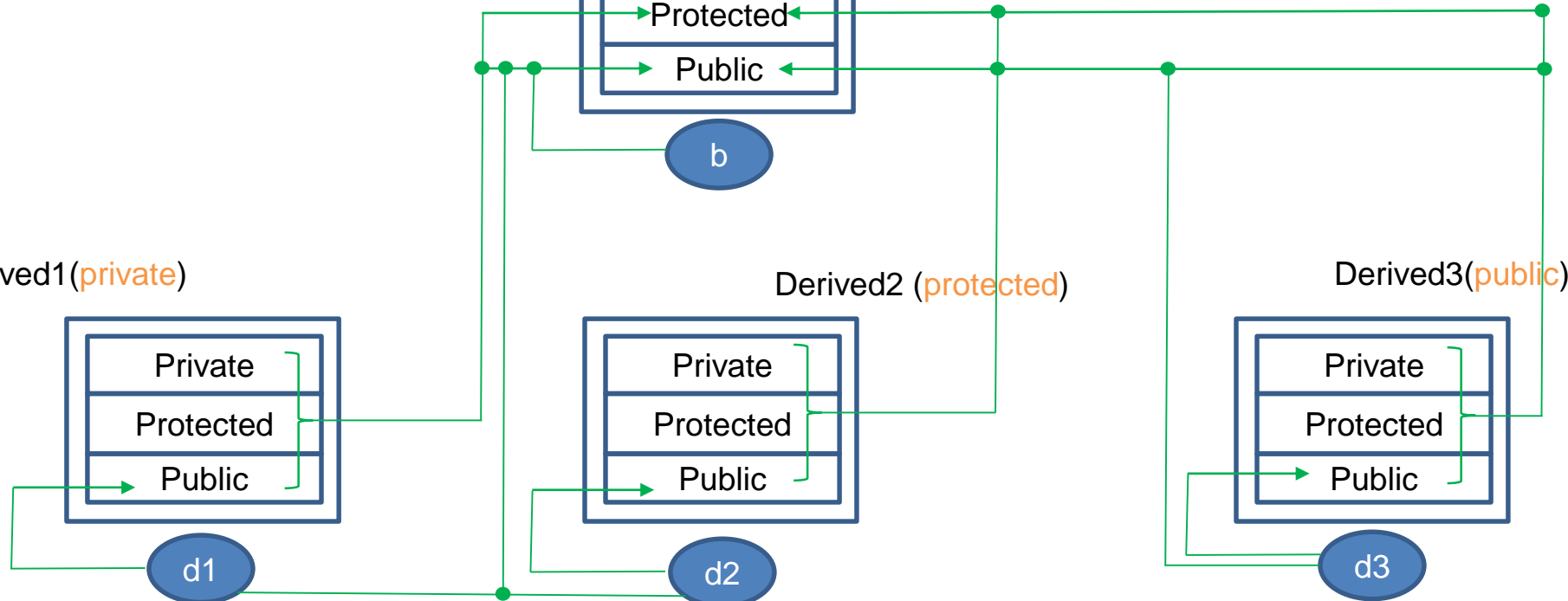


d2

Derived3(public)



d3





# Programming: Object & Class

## (A Class and An Object)

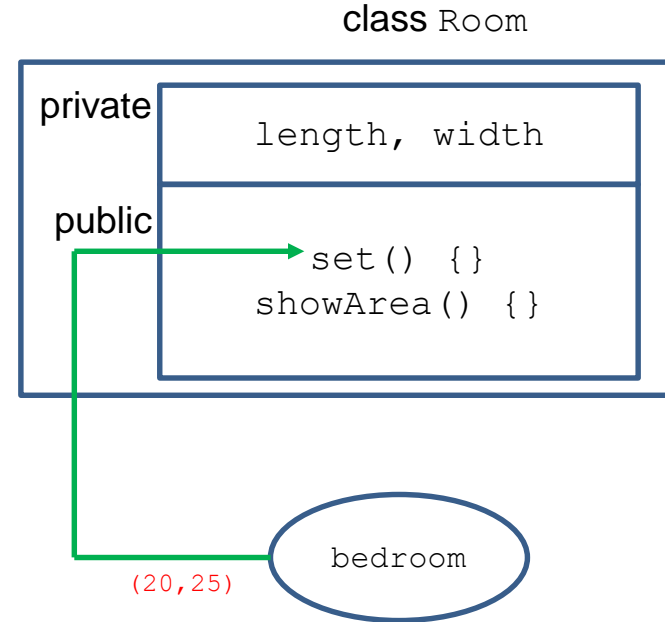
[www.hbpatel.in](http://www.hbpatel.in)

```
#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





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```
#include <iostream>
using namespace std;
struct student
{
    int rollno, maths, english, hindi;
};
class employee
{
public:
    int code, salary;
    employee(int c, int s) {code=c; salary=s;}
};
int main()
{
    struct student himanshu={17,48,59,69}, monu={2,47,56,40};
    printf("Himanshu Total = %d\n", himanshu.maths + himanshu.english + himanshu.hindi);
    printf("Monu Total = %d\n", monu.maths + monu.english + monu.hindi);

    employee hiren(2020,10000), hardik(2039, 15000);
    cout << "Hiren Code = " << hiren.code << " Salary = " << hiren.salary << endl;
    cout << "Hardik Code = " << hardik.code << " Salary = " << hardik.salary << endl;
}
```

## OUTPUT

```
Himanshu Total = 176
Monu Total = 143
Hiren Code = 2020 Salary = 10000
Hardik Code = 2039 Salary = 15000
```



# Class Vs. Structure

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Class	Structure
1. Members of a class are private by default.	1. Members of a structure are public by default.
2. An instance of a class is called an 'object'.	2. An instance of structure is called the 'structure variable'.
3. It is declared using the <code>class</code> keyword.	3. It is declared using the <code>struct</code> keyword.
4. It is normally used for data abstraction and further inheritance.	4. It is normally used for the grouping of data
5. NULL values are possible in Class.	5. NULL values are not possible.
6. Syntax: <pre>class class_name{     data_member;     member_function; };</pre>	6. Syntax: <pre>struct structure_name{     type structure_member1;     type structure_member2; };</pre>



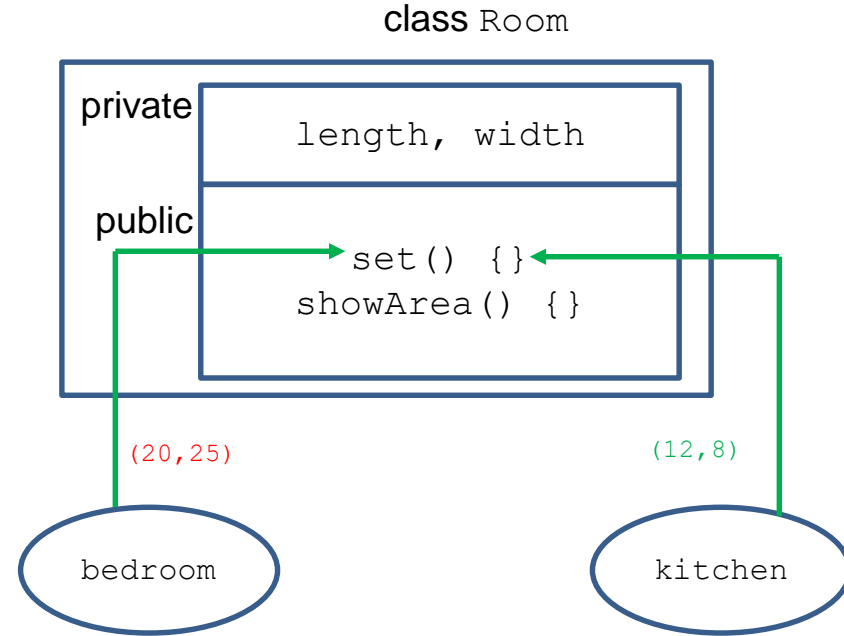
**www.hbpatel.in**

```
#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

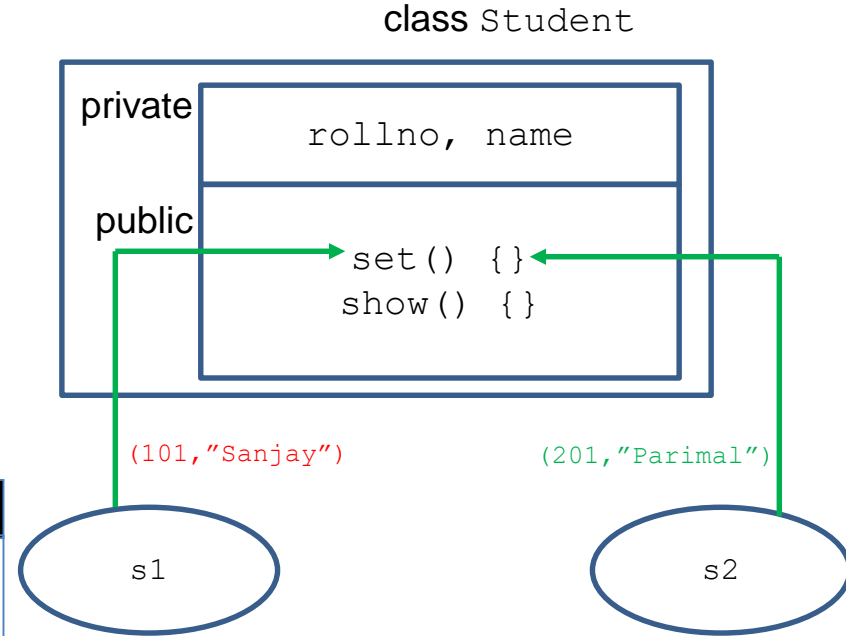
## (A Class and Two Objects)

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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>



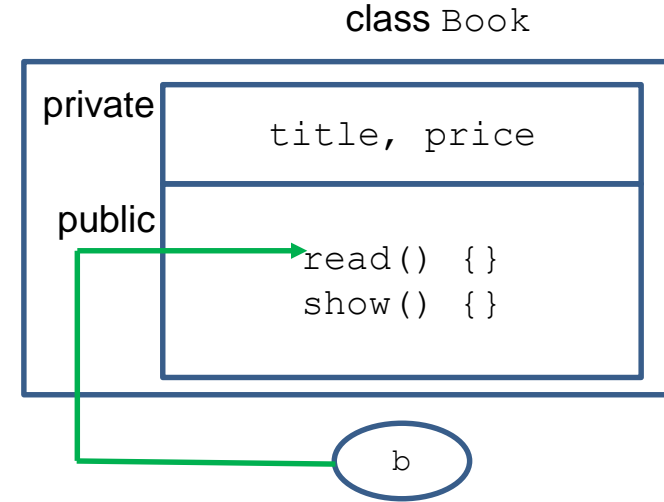


# Programming: Object & Class

## (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
```

Code: <https://github.com/hbpatel1976/CPP/blob/main/obj03.cpp>



# Programming: Object & Class (Array of Objects)

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```
#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

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```
#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

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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



# 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] [5, May-25] 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, Dec-24]
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]
8. Write a c++ program to find a volume of cube and cylinder using a concept of function overloading (volume of cube  $r^3$  and volume of cylinder  $\pi r^2 h$ ) [5, Dec-24]





# Simple Function

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```
#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
```



# Function Overloading

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```
#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

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- Function overloading is a feature of object-oriented programming where two or more functions can have the same name but different parameters (arguments).
- In function overloading “Function” name should be the same and the arguments should be different.
- Function overloading can be considered as an example of a polymorphism feature in C++.
- Suppose you have to perform addition of the given numbers but there can be any number of arguments, if you write the function such as `a(int,int)` for two parameters, and `b(int,int,int)` for three parameters then it may be difficult for you to understand the behaviour of the function because its name differs.

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

};
int main()
{
Summation s;
cout << s.add(10) << endl;
cout << s.add(10,20) << endl;
cout << s.add(10,20,30) << endl;
}
```

## OUTPUT

10  
30  
60



# Function Overloading

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```
#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

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```
#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

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```
#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();
}
```

## OUTPUT

Hour: 3 Minute: 55 Second: 39





# Passing Object as Argument (this pointer)

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```
#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

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## 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

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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



# 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] [5, May-25]
2. Explain constructor. Explain copy constructor and parametrized constructor with example. [5, July-2022] [5, Feb-2022] [5, Jun-2023] [5, Jan-2024] [5, May-24]
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. Explain destructor with a program. State the characteristic of destructor [5, May-25]
7. What is inline function? Write a program to find area of a bigger circle using inline function. [5, Jan-2023]
8. What is inline function? Explain with an example. [5, July-2022] [5, Feb-2022] [5, Jun-2023]
9. What is inline function? Explain with an example. [5, May-24]
10. What is inline function? Write a program to add and subtract two given number using inline function. [5, May-25]



# Objects and Class

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## KSV Examination Questions from this unit

11. What is friend function? What are the advantages and disadvantages of friend function? [5, Jan-2023]  
[5, Feb-2022] [5, Jun-2023] [5, Dec-24]
12. 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]
13. Define a friend functions? In which scenario friend function is used ? with example [5, Dec-24]
14. Write a program to find out two numbers in two different classes using common friend function. [5, May-24]
15. How does a friend function defer from a member function discuss the advantages of using a friend function [5, May-25]



# 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
```



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```
#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
Hour: 0 Minute: 0
Hour: 3 Minute: 55
Hour: 0 Minute: 0
```

## 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
```





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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.



## OUTPUT

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

```
#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";
}
```



# 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";
}
```

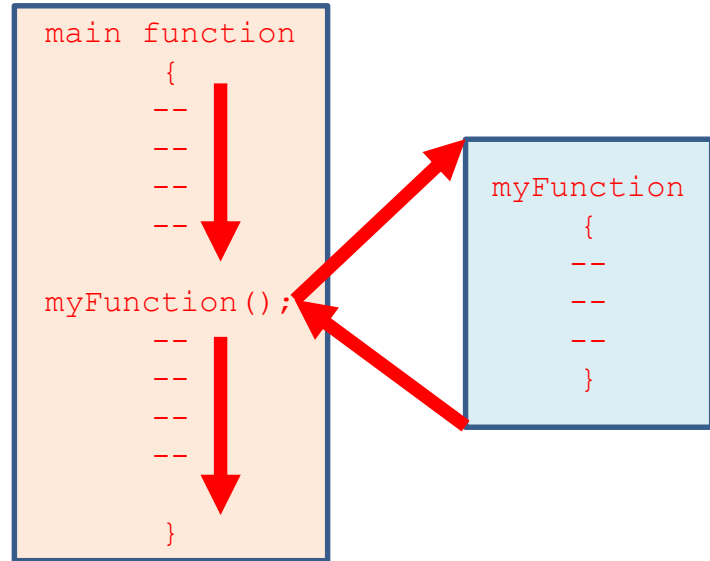
## OUTPUT

```
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
```

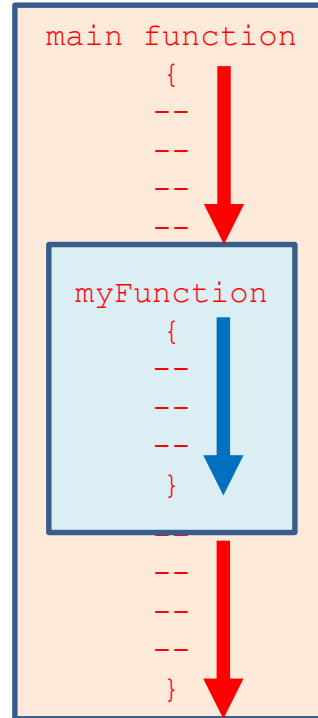


# inline function

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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);
}
```

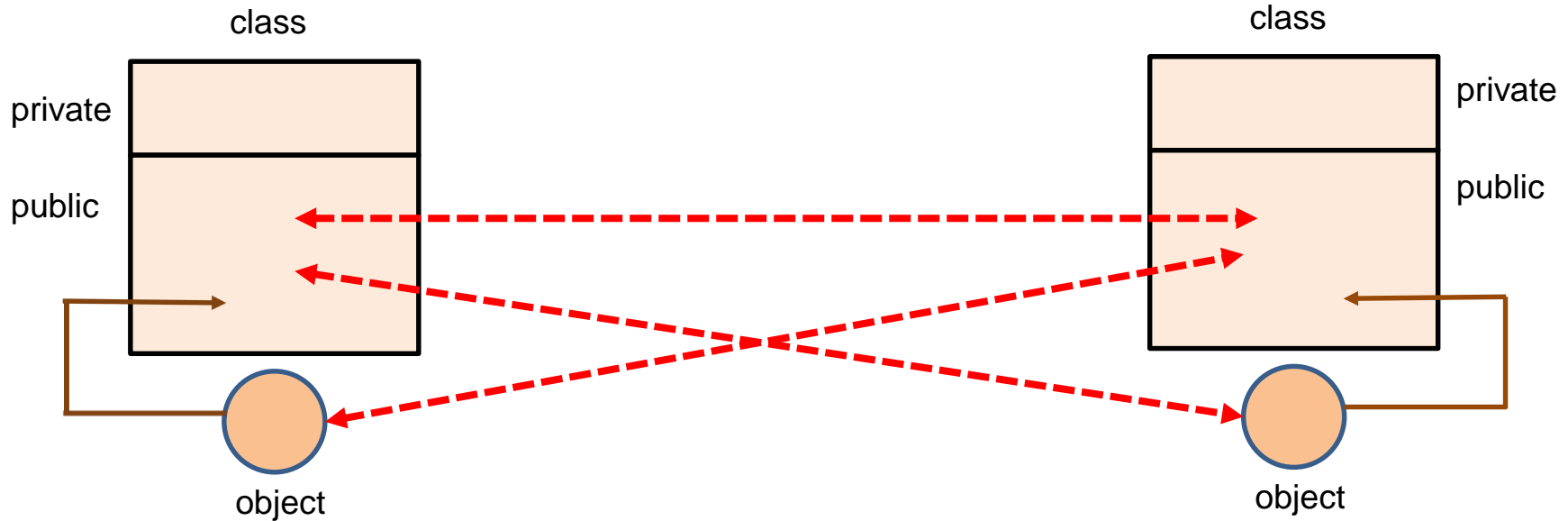
## OUTPUT

Factorial of 5 = 120



# friend function

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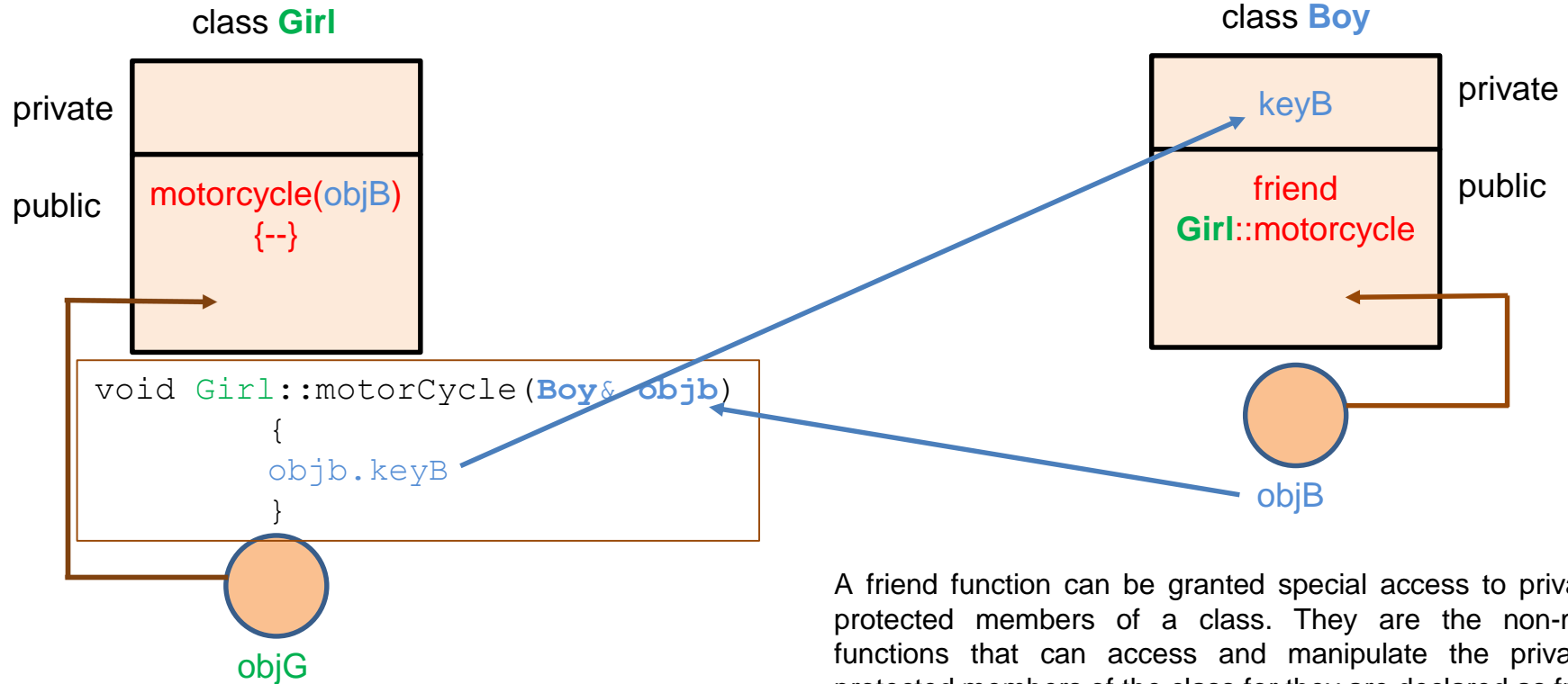


A friend function can be granted special access to private and protected members of a class. They are the non-member functions that can access and manipulate the private and protected members of the class for they are declared as friends.



# 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

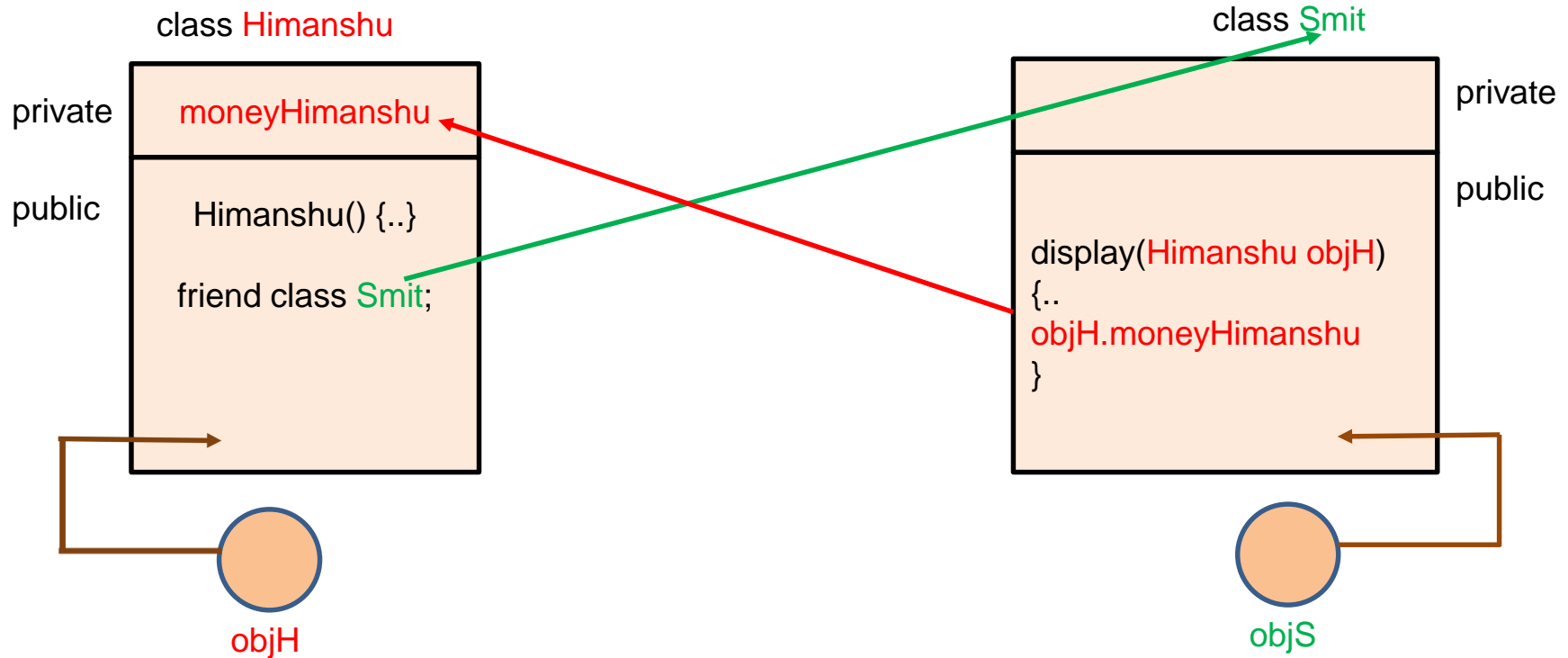
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Advantages	Disadvantages
The declaration can be anywhere in the code	It is not passed to the derived class
There is no need to create an object to call it.	They don't have a storage-specified class.
Non-public members of the class can also be accessed 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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```
#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 5: Objects and Class

Module 6: Operator Overloading

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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. Demonstrate the concept of operator overloading with example [5, May-24]
4. Explain the pitfalls of Operator Overloading. [5, Jan-2024]
5. What is an operator overloading? Write a program to overload binary + operator as a member function. [5, Dec-24]
6. Write down the example to overload unary and binary operator in C++. [5, May-25]
7. 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] [5, May-25]



# 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.



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# 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] [5, Dec-24] [5, May-25]
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 abstract class with example. [5, Dec-24]
9. What is the meaning of Abstract Class? Explain it in detail. [5, May-24]



# Inheritance

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## KSV Examination Questions from this unit

10. Explain overriding member function with example. [5, Jun-2023]
11. Write a program having the demonstration of the Method Overriding concept. [5, Jan-2024] [5, May-25]
12. Explain overridden/overriding function with example. [5, Jan-2023] [5, July-2022] [5, Feb-2022] [5, Jun-2023]
13. Explain overridden/overriding function with example. [5, Dec-24]
14. Explain overriding member function with example. [5, May-24]



# 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.

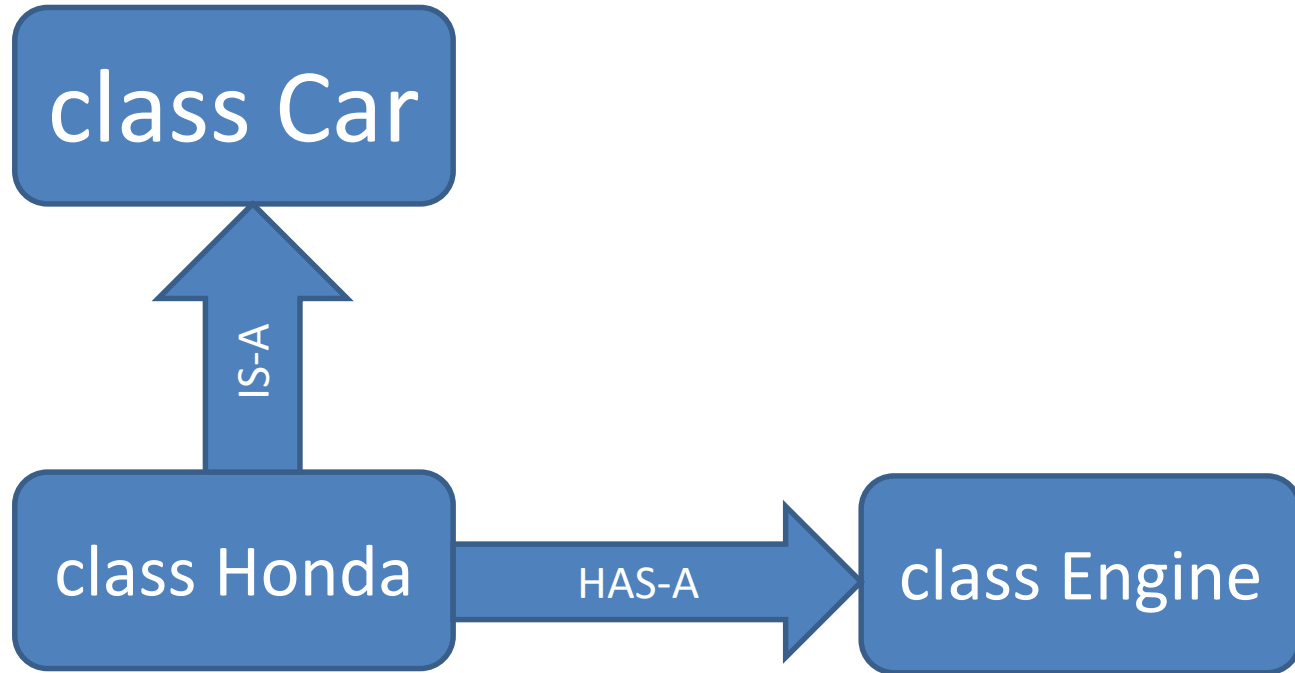
Inheritance represents the IS-A relationship (shown in next slide) which is also known as a parent-child relationship.





# Inheritance

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# Advantages of Inheritance

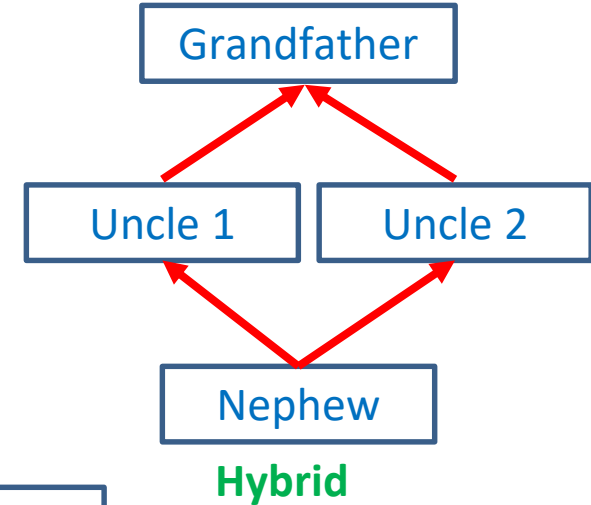
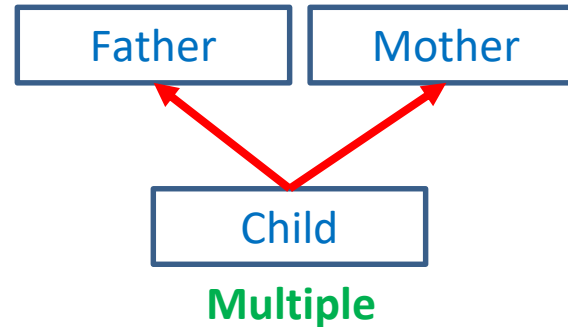
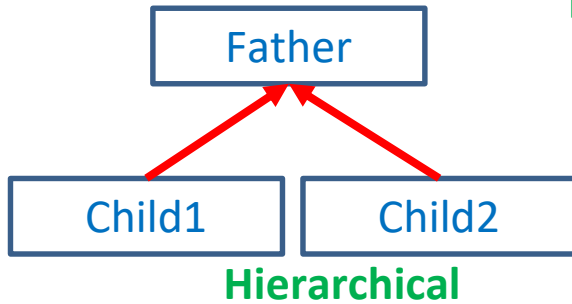
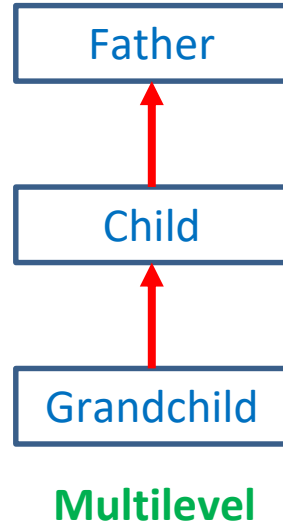
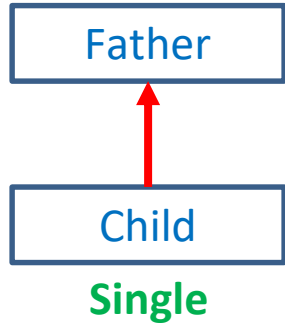
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- **Reusability:** Inheritance helps the code to be reused in many situations. The base class is defined and once it is compiled, it needs not be reworked. Using the concept of inheritance, the programmer can create as many derived classes from the 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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# Access Specifiers: Inheritance

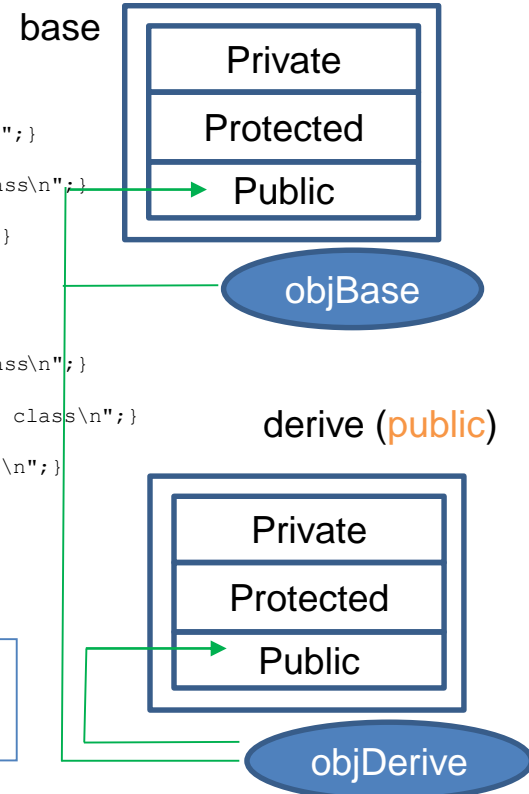
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```
#include <iostream>
using namespace std;
class base
{
private:
    void showBasePrivate() {cout << "This is show function in private section of base class\n";}
protected:
    void showBaseProtected() {cout << "This is show function in protected 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();
}
```

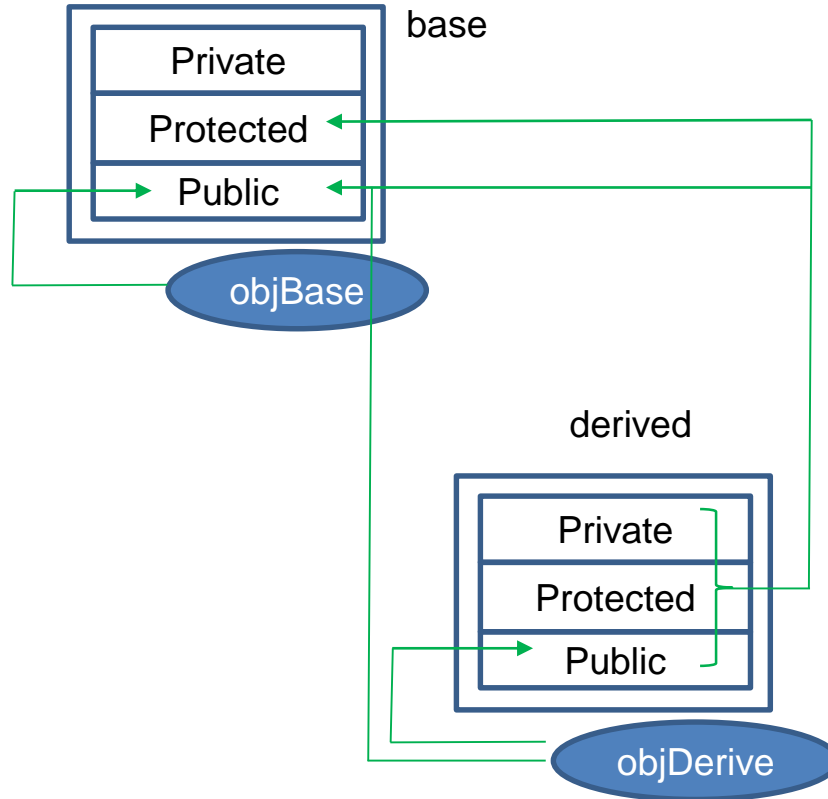
This is show function in public section of base class  
This is show function in public section of base class  
This is show function in public section of derive class





# Access Specifiers: Inheritance

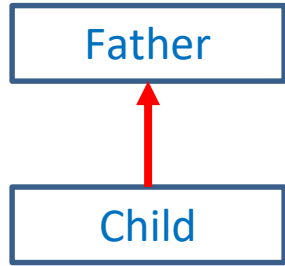
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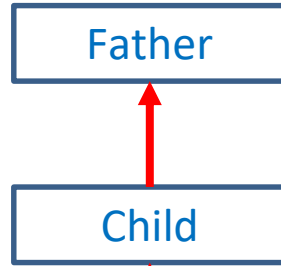


# Inheritance

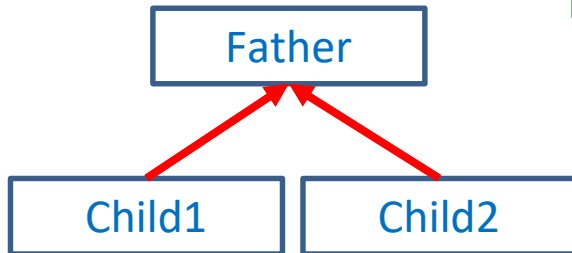
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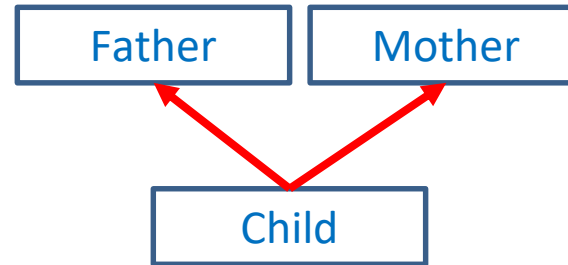
**Single**



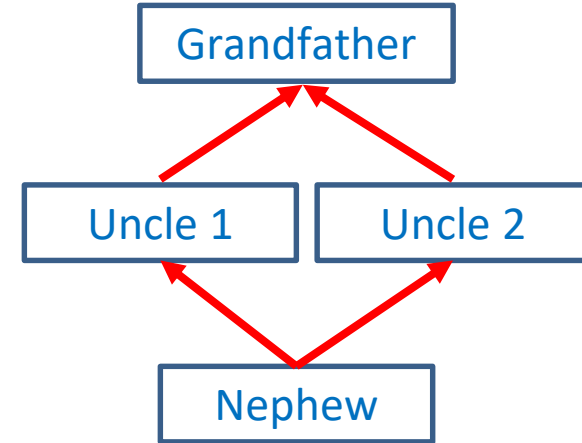
**Multilevel**



**Hierarchical**



**Multiple**

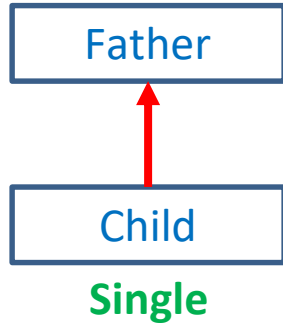


**Hybrid**



# Single Inheritance

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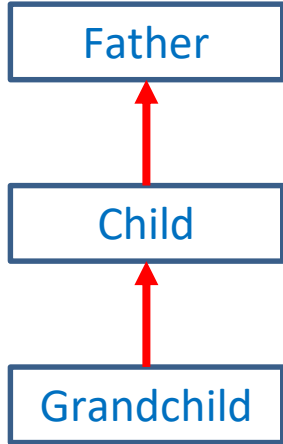


```
#include <iostream>
using namespace std;
class Father
{
private:    int Fmoney;
public:    void setMoneyF(int f){Fmoney=f;}
           void showMoneyF(){cout << "Father Money : " << Fmoney << endl;}
};
class Son : public Father
{
private:    int Smoney;
public:    void setMoneyS(int s, int f)
  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

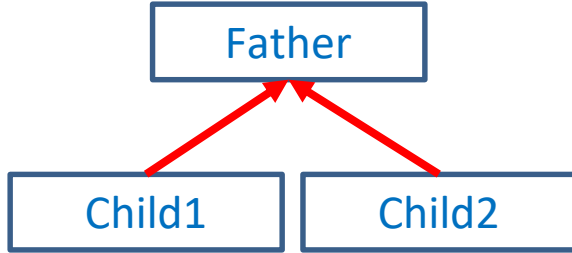
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Father

Child1

Child2

Hierarchical





# Multiple Inheritance

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Father

Mother

Child

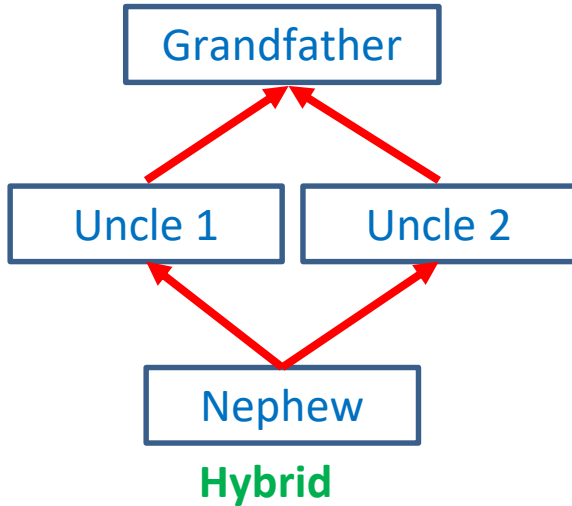
Multiple





# Hybrid Inheritance

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# 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



# Polymorphism & Virtual Functions

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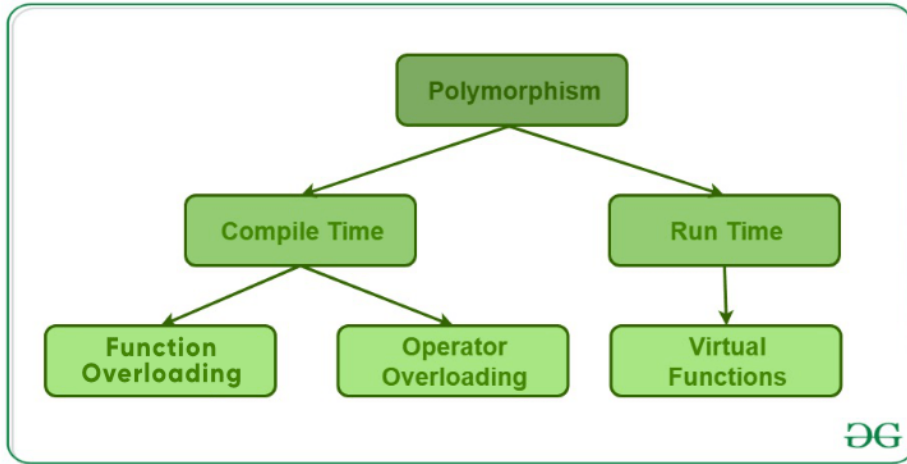
## KSV Examination Questions from this unit

1. Difference between virtual and pure virtual function. [5, Jan-2023] [5, July-2022] [5, Jun-2023] [5, Dec-24]
2. Define virtual base class. [5, Jan-2023] [5, Feb-2022]
3. Explain concept of virtual functions with an example. [5, Jan-2024] [5, May-24]
4. What is the significance of pure virtual function? How does it contribute to it polymorphism and class design. [5, May-25]
5. Explain polymorphism in C++. Explain compile time and run time polymorphism. [5, Jan-2023] [5, July-2022]
6. How does C++ use the concept of reusability? Write a program in C++ to illustrate use of polymorphism. [5, Feb-2022]
7. Explain runtime polymorphism. Explain and demonstrate, how virtual function to achieve runtime polymorphism. [5, Jun-2023]
8. Explain runtime polymorphism with example. [5, May-24]
9. What is the significance of dynamic binding of C++ in achieving runtime polymorphism? How does defer from static binding. [5, May-25]



# Polymorphism

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The word “polymorphism” means having many forms. In simple words, we can define polymorphism as the ability of a message to be displayed in more than one form.



# Polymorphism

## Function Overloading

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```
#include <iostream>
using namespace std;
class polymorphismFunctionOverloading
{
public:
    void function(void) {cout << "This is a function without argument\n";}
    void function(int a) {cout << "This is a function with one argument\n";}
    void function(int a, int b) {cout << "This is a function two arguments\n";}
};
int main()
{
    polymorphismFunctionOverloading object;
    object.function();
    object.function(5);
    object.function(5,10);
}
```

### OUTPUT

```
This is a function without argument
This is a function with one argument
This is a function two arguments
```



# Polymorphism

## Function Overriding

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```
#include <iostream>
using namespace std;
class person
{
private:
    int code;
public:
    person(int c) {code=c;}
    void show() {cout << "Code = " << code << ", ";}
};

class student : public person
{
private:
    int marks;
public:
    student(int c, int m) : person(c)
    {marks = m;}

    void show()
    {person::show();
    cout << "Marks = " << marks << endl;
    }

};

class employee : public person
{
private:
    int salary;
public:
    employee(int c, int s): person(c)
    {salary = s;}
    void show()
    {person::show();
    cout << "Salary = " << salary << endl;
    }

};
```

```
int main()
{
    student s(100, 79);
    employee e(101, 10000);
    s.show();
    e.show();
}
```

### OUTPUT

```
Code = 100, Marks = 79
Code = 101, Salary = 10000
```





# Function Overloading Vs. Overriding

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Function overloading	Function Overriding
Function Overloading provides multiple definitions of the function by changing signature.	Function Overriding is the redefinition of base class function in its derived class with same signature.
An example of compile time polymorphism.	An example of run time polymorphism.
Function signatures should be different.	Function signatures should be the same.
Overloaded functions are in same scope.	Overridden functions are in different scopes.
Overloading is used when the same function has to behave differently depending upon parameters passed to them.	Overriding is needed when derived class function has to do some different job than the base class function.
A function has the ability to load multiple times.	A function can be overridden only a single time.
In function overloading, we don't need inheritance.	In function overriding, we need an inheritance concept.



# Virtual Class

## (Why do we need?)

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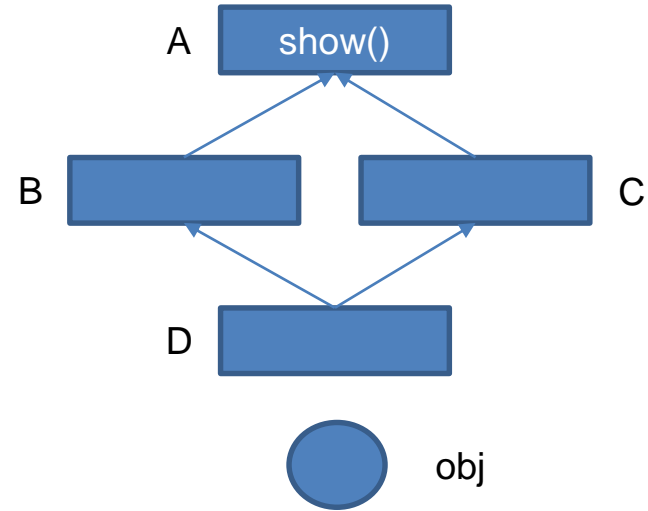
```
#include <iostream>
using namespace std;
class A
{
public: void show()
        {cout << "This is a show function in class A\n";}
};

class B: public A {};

class C: public A {};

class D: public B, public C {};

int main()
{
    D obj;
    obj.show();
}
```



### Error

Request for member 'show' is ambiguous



# Virtual Class

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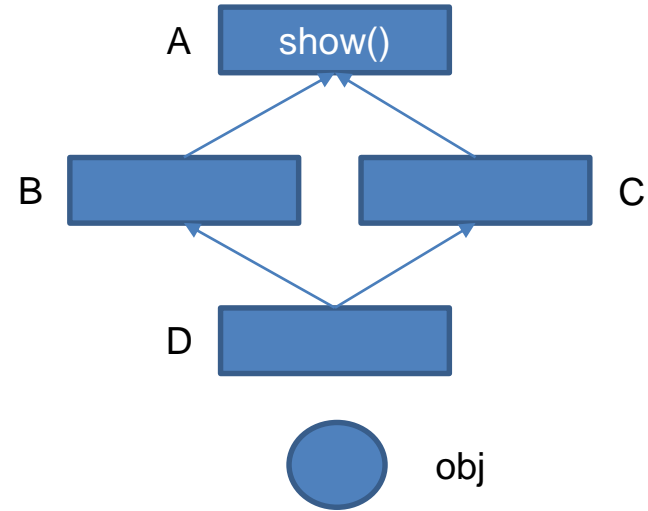
```
#include <iostream>
using namespace std;
class A
{
public: void show()
        {cout << "This is a show function in class A\n";}
};

class B: virtual public A {};

class C: public virtual A {};

class D: public B, public C {};

int main()
{
    D obj;
    obj.show();
}
```



## Output

This is a show function in class A



# Virtual Function

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```
#include <iostream>
using namespace std;
class A
{
    public: virtual void show() {cout << "This is a show function in class A\n";};
};
class B: public A
{
    public: void show() {cout << "This is a show function in class B\n";}
};
int main()
{
    A *ptrA;
    B objB;
    ptrA = &objB;
    ptrA->show();
}
// Run the program again after removing "virtual" keyword
```

## Output

This is a show function in class B

## Output (without virtual keyword)

This is a show function in class A



# Pure Virtual Function

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```
#include <iostream>
using namespace std;
class A
{
    public: virtual void show() = 0;
};
class B: public A
{
    public: void show() {cout << "This is a show function in class B\n";}
};
class C: public A
{
    public: void show() {cout << "This is a show function in class C\n";}
};
int main()
{
    B objb;
    C objc;
    objb.show();
    objc.show();
}
```

## Output

```
This is a show function in class B
This is a show function in class C
```



# Virtual Vs. Pure Virtual Function

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Virtual function	Pure virtual function
A virtual function is a member function of base class which can be redefined by derived class.	A pure virtual function is a member function of base class whose only declaration is provided in base class and should be defined in derived class otherwise derived class also becomes abstract.
Classes having virtual functions are not abstract.	Base class containing pure virtual function becomes abstract.
Syntax: <pre>virtual &lt;func_type&gt; &lt;func_name&gt;() { // code }</pre>	Syntax: <pre>virtual &lt;func_type&gt; &lt;func_name&gt;() = 0;</pre>
Definition is given in base class.	No definition is given in base class.
Base class having virtual function can be instantiated i.e. its object can be made.	Base class having pure virtual function becomes abstract i.e. it cannot be instantiated.
If derived class do not redefine virtual function of base class, then it does not affect compilation.	If derived class do not redefine virtual function of base class, then no compilation error but derived class also becomes abstract just like the base class.
All derived class may or may not redefine virtual function of base class.	All derived class must redefine pure virtual function of base class otherwise derived class also becomes abstract just like base class.



# Compile Time Polymorphism

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```
#include <iostream>
using namespace std;
class Animal
{
public:
    virtual void display(){cout << "Virtual Display Function in Animal Class\n";}
    void show(){cout << "Regular Show Function in Animal Class\n";}
};

class Tiger : public Animal
{
public:
    void display() {cout << "Regular Display Function in Tiger Class\n";}
    void show(){cout << "Regular Show Function in Tiger Class\n";}
};

int main()
{
    Animal a;
    Tiger t;
    a.display();
    a.show();
    t.display();
    t.show();
}
```

## Output

```
Virtual Display Function in Animal Class
Regular Show Function in Animal Class
Regular Display Function in Tiger Class
Regular Show Function in Tiger Class
```



# Run Time Polymorphism

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```
#include <iostream>
using namespace std;
class Animal
{
public:
    virtual void display(){cout << "Virtual Display Function in Animal Class\n";}
    void show(){cout << "Regular Show Function in Animal Class\n";}
};

class Tiger : public Animal
{
public:
    void display() {cout << "Regular Display Function in Tiger Class\n";}
    void show(){cout << "Regular Show Function in Tiger Class\n";}
};

int main()
{
    Animal *a;
    Tiger t;
    a = &t;
    a->display();
    a->show();
}
```

## Output

```
Regular Display Function in Tiger Class
Regular Show Function in Animal Class
```





# Compile Time Vs. Run Time Polymorphism

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COMPILE-TIME	RUN-TIME
Compile-time polymorphism is also known as static or early binding polymorphism.	Run-time polymorphism is also known as dynamic or late binding polymorphism.
The function calls are resolved by the compiler.	The function calls are not resolved by the compiler.
Compile-time polymorphism provides less flexibility to the programmers since everything is executed during compilation.	In contrast, run-time polymorphism is more flexible since everything is executed during run-time.
It can be implemented through function overloading and operator overloading.	It can be implemented through virtual functions and function overriding.
Method overloading is an application of compile-time polymorphism where the same name can be commissioned between more than one method of functions having different arguments or signatures and the same return types.	Method overriding is an application of run time polymorphism where two or more functions with the same name, arguments, and return type accompany different classes of the same structure.
This method has a much faster execution rate since all the methods that need to be executed are called during compile time.	This method has a comparatively slower execution rate since all the methods that need to be executed are called during the run time.
This method is less preferred for handling compound problems since all the methods and details come to light only during the compile time.	This method is known to be better for dealing with compound problems since all the methods and details turn up during the run time.



# 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



# Templates and Exception Handling

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## KSV Examination Questions from this unit

### Exceptions

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] [5, Jan-2024] [5, May-24]
3. What is exception? Demonstrate try...catch block with example. [5, Jun-2023] [5, Dec-24]
4. Write a C++ program to handle exception “divide by zero” situation. [5, Jun-2023]
5. Explain the significance of exception handling in C++? How does it improve program reliability? [5, May-25]



# Templates and Exception Handling

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## KSV Examination Questions from this unit

### Templates

1. Explain with an example, why templates are used in programming? [5, Jan-2023]
2. What is the purpose of using template in C++? Explain template with function and template class with example. [5, July-2022] [5, Feb-2022]
3. Explain function and class templates with appropriate example. [5, Jun-2023]
4. Define Template. Write a program to define the function template for calculating the cube of given numbers with different data types. [5, Jan-2024]
5. Explain function and class templates with appropriate example. [5, Dec-24]
6. Write a program to define the function template for calculating the Square of given numbers with different data types. [5, Dec-24]
7. Explain class template also write a C++ program for class template with multiple parameters [5, May-24]
8. Define Template. Write a program to define the function template for calculating the cube of given numbers with different data types. [5, May-25]



An exception is an unexpected problem that arises during the execution of a program our program terminates suddenly with some errors/issues. Exception occurs during the running of the program (runtime). The process of handling these exceptions is called exception handling. Using the exception handling mechanism, the control from one part of the program where the exception occurred can be transferred to another part of the code.



```
#include <iostream>
using namespace std;
int main()
{
    int weight;
    cout << "Enter Weight : ";
    try
        {
            cin >> weight;
            if(weight < 0)
                {
                    throw weight;
                    cout << "This statement would not get executed";
                }
            else
                {
                    cout << "Valid Weight\n";
                }
        }
    catch(int x)
        {
            cout << "Weight can not be negative\n";
        }
    cout << "Have a great day\n";
}
```

```
Enter Weight : 56
Valid Weight
Have a great day
```

```
Enter Weight : -9
Weight can not be negative
Have a great day
```



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```
#include <iostream>
using namespace std;
int main()
{
    try
    {
        throw 10;
    }
    catch(char x)
    {
        cout << "This is a thrown exception";
    }
}
```

## Output #1

```
terminate called after throwing an instance of 'int'
```



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```
#include <iostream>
using namespace std;
int main()
{
    try
    {
        throw 10;
    }
    catch(char x)
    {
        cout << "This is a thrown exception";
    }
    catch(...)
    {
        cout << "This is a default exception";
    }
}
```

## Output #1

This is a default exception

```
#include <iostream>
using namespace std;
int main()
{
    try
    {
        throw 10;
    }
    catch(int x)
    {
        cout << "This is a thrown exception";
    }
    catch(...)
    {
        cout << "This is a default exception";
    }
}
```

## Output

This is a thrown exception





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```
#include <iostream>
#include <stdexcept>
using namespace std;
int main()
{
    int numerator=5, denominator=10;
    if(denominator==0)throw runtime_error("My Error: Trying to divide by ZERO...");
    cout << (numerator*1.0)/denominator;
}
```

## Output

0.5

```
#include <iostream>
#include <stdexcept>
using namespace std;
int main()
{
    int numerator=5, denominator=0;
    if(denominator==0)throw runtime_error("My Error: Trying to divide by ZERO...");
    cout << (numerator*1.0)/denominator;
}
```

**Output**  
terminate called after throwing an instance of '  
what(): My Error: Trying to divide by ZERO...

## Output

```
terminate called after throwing an instance of 'std::runtime_error'
  what():  My Error: Trying to divide by ZERO...
```



# Templates

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A template is a simple yet very powerful tool in C++. The simple idea is to pass the data type as a parameter so that we don't need to write the same code for different data types.

For example, one may wish to find out maximum from two numbers. The numbers could be integer, float, double or character. Rather than writing and maintaining multiple codes for each of these data types, we can write one Max() and pass the datatype as a parameter.

```
#include <iostream>
using namespace std;
template <typename T>
T Max(T a, T b)
{
    return (a>b)?a:b;
}
int main()
{
    cout << Max(10, 15) << endl;
    cout << Max('p', 'm') << endl;
    cout << Max(105.67, 150.87) << endl;
}
```

## Output

```
15
p
150.87
```



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```
#include<iostream>
using namespace std;
template <class Temp>
class Cube
{
private:    Temp answer;
public:
        Cube(Temp num)
                {answer  = num*num*num;}
        void show()
                {cout << answer << endl;}
};
int main()
{
Cube <int> objInt(10);
Cube <float> objFloat(8.9);
Cube <double> objDouble(79.9);
objInt.show();
objFloat.show();
objDouble.show();
}
```

## Output

```
1000
704.969
510082
```



# 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



# Introduction to Streams and Files

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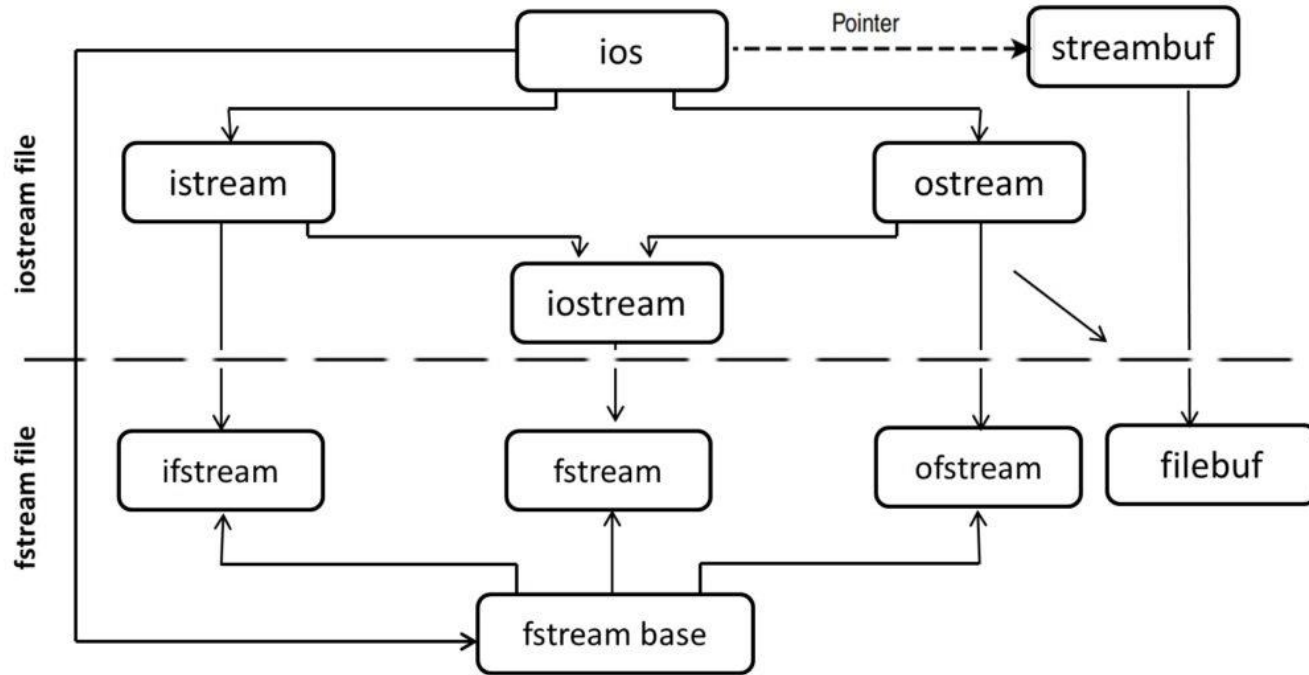
## KSV Examination Questions from this unit

1. What is stream class? Describe various stream classes for console I/O operation. [5, Jan-2023] [5, Dec-24]
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]
6. Describe various stream classes for console I/O operators. [5, Jun-2023]
7. Explain stream errors in detail. [5, Jan-2024] [5, May-24]
8. Explain stream classes and its hierarchy.[5, Jan-2024]
9. Enlist and discuss different files modes in C++ [5, Dec-24]
10. Describe various stream classes for console I/O operators. [5, May-24]
11. Explain the use of file stream classes with a program to read and write to a text file [5, May-25]
12. What are I/O stream in C++? List and describe the standard stream classes for console I/O [5, May-25]



# Introduction to Streams and Files

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**File Stream Classes Hierarchy**

Source: [jcodebook.com](http://jcodebook.com)



# Introduction to Streams and Files

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```
#include <iostream>
using namespace std;
int main()
{
    char x;
    cout << "Enter a character : ";
    cin.get(x);
    cout << "You Entered : " << x;
}
```

## Output

```
Enter a character : H
You Entered : H
```

```
#include <iostream>
using namespace std;
int main()
{
    char x;
    cout << "Enter a character : ";
    cin.get(x);
    cout.put(x);
    cout.write("\nVidush Somany ITR", 7);
}
```

## Output

```
Enter a character : V
V
Vidush
```



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```
#include <iostream>
#include <fstream>
using namespace std;
int main()
{
    ifstream inputFile("example.txt");
    if(inputFile.is_open())
        {string line;
        while(getline(inputFile, line))
            {cout << line <<endl;
            }
        inputFile.close();
    }
    else
        {cerr << "Error opening file!" <<endl;
        }
}
```





# Reading a file

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```
D:\Personal\MyLectures\C++\Programs\stream2.cpp - [Executing] - Dev-C++ 5.11
File Edit Search View Project Execute Tools AStyle Window Help
(globals)
stream2.cpp

1 #include <iostream>
2 #include <fstream>
3 using namespace std;
4 int main()
5 {
6     ifstream inputFile("example.txt");
7     if(inputFile.is_open())
8     {
9         string line;
10        while(getline(inputFile, line))
11        {
12            cout << line <<endl;
13        }
14        inputFile.close();
15    }
16    else
17    {
18        cerr << "Error opening file!" <<endl;
19    }
20 }
```

example - Notepad

File Edit Format View Help  
This is example.txt file  
It has been created before running the C++ program  
This is created for the students of Vidush Somany Institute of Technology

Windows (CRLF) Ln 3, Col 37 100%

D:\Personal\MyLectures\C++\Programs\stream2.exe

This is example.txt file  
It has been created before running the C++ program  
This is created for the students of Vidush Somany Institute of Technology  
-----  
Process exited after 0.05633 seconds with return value 0  
Press any key to continue . . .



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```
#include <iostream>
#include <fstream>
using namespace std;
int main()
{
    ofstream outputFile("result.txt");
    if(outputFile.is_open())
    {
        outputFile << "This is a test for writing into a file" << endl;
        outputFile << "This testing is being done for VSITR Students" << endl;
        outputFile.close();
    }
    else
    {
        cerr << "Could not open the file!" << endl;
    }
}
```



# Writing into a file

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

```
D:\Personal\MyLectures\C++\Programs\stream3.cpp - [Executing] - Dev-C++ 5.11
File Edit Search View Project Execute Tools AStyle Window Help
(globals)
stream3.cpp
1 #include <iostream>
2 #include <fstream>
3 using namespace std;
4 int main()
5 {
6     ofstream outputFile("result.txt");
7     if(outputFile.is_open())
8     {
9         outputFile << "This is a test for writing into a file" << endl;
10        outputFile << "This testing is being done for VSITR Students" << endl;
11        outputFile.close();
12    }
13    else
14    {
15        cerr << "Could not open the file!" << endl;
16    }
17 }
```

result - Notepad

File Edit Format View Help

This is a test for writing into a file  
This testing is being done for VSITR Students

Windows (CRLF) Ln 1, Col 1 160%

D:\Personal\MyLectures\C++\Programs\stream3.exe

-----  
Process exited after 0.1048 seconds with return value 0  
Press any key to continue . . .