01-07-2024

Constructors ROLE IN INHERITENCE =>

when sub-class object is created not only sub-class,

constructor but also super-class constructor is called.

est super class constructor body is executed them after-that

sub-class constructor body is executed.

-> wing namerhace std;

# include < iestream>

class abc

1 public; abcc)

cout << "abc constructor called";

abc (int x)

f cout 2< "as c int combactor called In";

West about the miles

CARLO CPP III

class xy 2: Jublic abc

public: xy 2 (sint x, int y): abc(x)

E cout <<" ny & continuedor called \m";

3

3;

abe int constructor called main () ny 2 constructor called xyz p(1,2); of the att 15 miles the state of the s the state of the space of the state of the > veing namespace std; # undule < lostream > Class abc the configuration of public : abc () THE STATE OF THE STATE OF coutes "abc construitor called m" hubbi; xyzc) cout << "xy 2 construitor called 1 m"; class mmo; public abc, public xy z public min oco , sout << "m no constructor called in"; 0/0:main () m no constructor called. m mo P'en

REFERENCE !--> wing indomestical eld # include < i ortream > malin () > a reference b int a = 5, 4 b = a [OR) a alias b b=10% and ex a Profit in the all by value all by reference CALL BY REFERENCE => -2 Using namespace ald; # include < i ostream > wid suigh (int bel, int bb) int c' (= a; N=b; b=c) main () int a=5, b=10; sural (a,b); cout << "b="<< b << "1 m"; Enter u: 5 COR3 Enter 6: 10 main () swap (4, b); cout << " a= " < c a < < int a, b; 11 ; b= 11 12 b (< 11 1 m 11; fountf ("Enter 4: ") sant ( "1. d", & a) hounds ("enter b: ") scanf("1.0", & b);

```
TEMPLATE [OR] GENERICS!
     Templating is a method of writing of function con
I class for family of similar functions (OP) similar class in
general manner
> Using men namespace std;
  # include Liostram?
  template < typename t>
                                       enter a: 5
                                       enter b: 10
  void such (t *a, t *b)
                                       enter n. 2.5
                                        Enter y: 5.2
   tracks, t c;
                                        12 10 1625
                                         x25.2 y22.5
     c= *a; *a= *b; *b=e;
  main ()
       ind 4=5, b=10;
       float x=2.5+, y=5.2+1
       chur m= (a), n= (b),
       Swap (ta, 4b);
       such (4x, 4y);
       scuape (Am, +m);
        cout << "a=" << a << "b=" ! << b << "\nm";
        cout << " a = " << x << " b = " << y << " \n"
```

cout < (" 1 = " << m < (" 1 = " << m < (" 1 m")

1 4.10

```
CLASS TEMPLATE :-
-> wing namespace etd;
 # include Li ortream >
   template < typename t >
   class abc
                                                . CPP
      t a, b;
     public: vous get ()
                                            enter a; b:s
              { cout << "enter a, b";
                                            Enter 4,6:2.5
               cin > > 1 >> b;
                                             2.5 3.5
             void but ()
               court << u<< b;
  main ()
      abex int > de p;
       sbc< float > a;
       p. get(); p. hut(); q. get(); q. hut();
```