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Subject : Object-oriented programming c++

Structure in c using dot operator for single record

#include<stdio.h>

struct emp

**{**

int id**;**

float salary**;**

char name**[**50**];**

**};**

int main**()**

**{**

struct emp e**;**

printf**(**"Enter Employee name : "**);**

scanf**(**"%s"**,**e**.**name**);**

printf**(**"Enter employee id : "**);**

scanf**(**"%d"**,&**e**.**id**);**

printf**(**"Enter employee salary : "**);**

scanf**(**"%f"**,&**e**.**salary**);**

system**(**"cls"**);**

printf**(**"Entered record:\n"**);**

printf**(**"Employee id : %d \n"**,**e**.**id**);**

printf**(**"Employee name : %s \n"**,**e**.**name**);**

printf**(**"Employee salary :%f \n "**,**e**.**salary**);**

**return** 0**;**

**}**

Structure ( using dot operator) in c for multiple records

#include<stdio.h>

struct emp

**{**

int emp\_id**;**

char name**[**50**];**

float salary**;**

**};**

int main**()**

**{**

struct emp e**[**100**];**

int i**,**n**;**

printf**(**"Enter number of record's you want to enter : "**);**

scanf**(**"%d"**,&**n**);**

**for(**i**=**0**;**i**<**n**;**i**++)**

**{**

printf**(**"\n\nEnter record no %d\n\n"**,**i**+**1**);**

printf**(**"Enter employee name : "**);**

scanf**(**"%s"**,**e**[**i**].**name**);**

printf**(**"Enter employee id : "**);**

scanf**(**"%d"**,&**e**[**i**].**emp\_id**);**

printf**(**"Enter employee salary : "**);**

scanf**(**"%f"**,&**e**[**i**].**salary**);**

**}**

system**(**"cls"**);**

printf**(**"\nEntered record's:\n"**);**

**for(**i**=**0**;**i**<**n**;**i**++)**

**{**

printf**(**"\n\nEntered record no %d\n"**,**i**+**1**);**

printf**(**"Employee name : %s"**,**e**[**i**].**name**);**

printf**(**"\nEmployee id : %d"**,**e**[**i**].**emp\_id**);**

printf**(**"\nEmployee salary : %.2f"**,**e**[**i**].**salary**);**

printf**(**"\n"**);**

}

return 0;

}

Structure ( using dot operator) in

Cpp for multiple records

#include<iostream>

using namespace std**;**

struct emp

**{**

int emp\_id**;**

char name**[**50**];**

float salary**;**

**};**

int main**()**

**{**

emp e**;**

int n**,**i**;**

cout**<<**"Enter number of record's you want to enter : "**;**

cin**>>**n**;**

**for(**i**=**0**;**i**<**n**;**i**++)**

**{**

cout**<<**"Enter record no "**<<**i**;**

cout**<<**"Enter name : "**;**

cin**>>**e**[**i**].**name**;**

cout**<<**"Enter employee id : "**;**

cin**>>**e**[**i**].**emp\_id**;**

cout**<<**"Enter employee salary : "**;**

cin**>>**e**[**i**].**salary**;**

**}**

system**(**"cls"**);**

cout**<<**"Entered record :\n"**;**

**for(**i**=**0**;**i**<**n**;**i**++)**

**{**

cout**<<**"\nRecord no "**<<**i**;**

cout**<<**"\nEmployee name : "**<<**e**[**i**].**name**;**

cout**<<**"Employee id : "**<<**e**[**i**].**emp\_id**;**

cout**<<**"Employee salary : "**<<**e**[**i**].**salary**;**

cout**<<**endl**;**

**}**

**return** 0**;**

**}**

Structure ( using arrow operator) in c for single record

#include<stdio.h>

#include<stdlib.h>

struct emp

**{**

int emp\_id**;**

char name**[**50**];**

float salary**;**

**};**

int main**()**

**{**

struct emp **\***e**=(**struct emp**\*)**malloc**(sizeof(**struct emp**));**

printf**(**"Enter employee id : "**);**

scanf**(**"%d"**,&**e**->**emp\_id**);**

printf**(**"Enter employee name : "**);**

scanf**(**"%s"**,**e**->**name**);**

printf**(**"Enter employee salary : "**);**

scanf**(**"%f"**,&**e**->**salary**);**

system**(**"cls"**);**

printf**(**"Name: %s"**,**e**->**name**);**

printf**(**"\nId:%d"**,**e**->**emp\_id**);**

printf**(**"\nSalary: %f"**,**e**->**salary**);**

**return** 0**;**

**}**

Structure ( using arrow operator) in cpp for single record

#include<iostream>

#include<stdlib.h>

using namespace std**;**

struct emp

**{**

int emp\_id**;**

char name**[**50**];**

float salary**;**

**};**

int main**()**

**{**

emp **\***e**=(**emp**\*)**malloc**(sizeof(**emp**));**

cout**<<**"Enter employee id : "**;**

cin**>>**e**->**emp\_id**;**

cout**<<**"Enter employee name: "**;**

cin**>>**e**->**name**;**

cout**<<**"Enter employee salary : "**;**

cin**>>**e**->**salary**;**

system**(**"cls"**);**

cout**<<**"Employee name : "**<<**e**->**name**;**

cout**<<**endl**<<**"Employee id : "**<<**e**->**emp\_id**<<**endl**;**

cout**<<**"Employee salary : "**<<**e**->**salary**;**

**return** 0**;**

**}**

Structure ( using arrow operator) in cpp for multiple record’s not possible

Structure ( using dot operator) in cpp

#include<iostream>

using namespace std**;**

struct a

**{**

public**:** int a**,**b**,**c**;**

**};**

int main**()**

**{**

a obj**;**

obj**.**a**=**2**;**

obj**.**b**=**3**;**

obj**.**c**=**4**;**

cout**<<**obj**.**a**<<**endl**<<**obj**.**b**<<**endl**<<**obj**.**c**;**

**return** 0**;**

**}**

Structure ( using arrow operator) in cpp

#include<iostream>

**using** **namespace** std**;**

struct a

**{**

**public** **:** int a**=**2**,**b**=**3**,**c**=**3**;**

**};**

int main**()**

**{**

a obj**,\***ptr**;**

ptr**=&**obj**;**

ptr**->**a**=**5**;**

ptr**->**b**=**9**;**

ptr**->**c**=**10**;**

// new values assigned in struct a object's

cout**<<**ptr**->**a**<<**endl**;**

cout**<<**ptr**->**b**<<**endl**;**

cout**<<**ptr**->**c**<<**endl**;**

**return** 0**;**

**}**

Class accesing member using dot operator

#include<iostream>

**using** **namespace** std**;**

class a

**{**

**public:**

int a**,**b**,**c**;**

**};**

int main**()**

**{**

a obj**;**

obj**.**a**=**1**;**

obj**.**b**=**2**;**

obj**.**c**=**3**;**

cout**<<**obj**.**a**<<**endl**;**

cout**<<**obj**.**b**<<**endl**;**

cout**<<**obj**.**c**<<**endl**;**

**return** 0**;**

**}**

Class accesing member using arrow operator

#include<iostream>

**using** **namespace** std**;**

class a**{**

int a**,**b**,**c**;**

**};**

int main**()**

**{**

a obj**,\***ptr**;**

ptr**=&**obj**;**

cout**<<**ptr**->**a**<<**endl**;**

cout**<<**ptr**->**b**<<**endl**;**

cout**<<**ptr**->**c**<<**endl**;**

**return** 0**;**

**}**

Class printing integer table in cpp through class

#include<iostream>

**using** **namespace** std**;**

class multiply

**{**

**public** **:**

int n**,**i**;**

multiply**();**

void table**();**

**};**

multiply**::**multiply**()**

**{**

cout**<<**"Enter a number : "**;**

cin**>>**n**;**

**}**

void multiply**::**table**()**

**{**

**for(**int i**=**0**;**i**<=**10**;**i**++)**

**{**

cout**<<**i**<<**"\*"**<<**n**<<**"="**<<**i**\***n**<<**endl**;**

**}**

**}**

int main**()**

**{**

multiply m**;**

m**.**table**();**

**return** 0**;**

**}**

Class printing both integer and float table in cpp through class

#include<iostream>

**using** **namespace** std**;**

class a**{**

**public** **:** int n**,**i**;**

a**();**

void inttable**();**

**};**

a **::** a**()**

**{**

cout**<<**"Enter a integer value : \n"**;**

cin**>>**n**;**

**}**

void a **::** inttable**()**

**{**

**for(**int i**=**1**;**i**<=**10**;**i**++)**

**{**

cout**<<**i**<<**"\*"**<<**n**<<**"="**<<**i**\***n**<<**endl**;**

**}**

cout**<<**endl**;**

**}**

class b**{**

**public** **:** float n**,**i**;**

b**();**

void floattable**();**

**};**

b**::**b**()**

**{**

cout**<<**"Enter a integer value : \n"**;**

cin**>>**n**;**

**}**

void b **::** floattable**()**

**{**

**for(**int i**=**1**;**i**<=**10**;**i**++)**

**{**

cout**<<**i**<<**"\*"**<<**n**<<**"="**<<**i**\***n**<<**endl**;**

**}**

**}**

int main**()**

**{**

a i**;**

i**.**inttable**();**

b f**;**

f**.**floattable**();**

**return** 0**;**

**}**