Lab – 2

Array of objects, Passing and returning objects, Static and const

1. Write a program to pass an object as an argument and return the object from a function.
   a. Use pass-by-value
   b. Use pass-by-address
2. Write a program using Array of Objects to display area of multiple rectangles.
3. Create code snippets that illustrates the use of scope resolution operator (: :) for the following uses:
   a. Member functions defined outside class
   b. To access a global variable when there is a local variable with same name
   c. To access a class's static variables
   d. Including in-built libraries
4. Write a program to define function *cube()* as inline for calculating cube of a number.
5. Write a program to declare *static* public member variable, global and local variable with the same name. Initialize and display their contents.
6. Implement *static* member function using a C++ program.
7. Write a C++ program to declare *const* member function and attempt any operation within it.