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Q1:-

```
#include <iostream>
#include <cmath>
using namespace std;
class Cylinder
{  private:
float radius;
float height;
public:
void setradius(float rad)
{ radius = rad;
} void setheight(float ht)
{ height = ht;
}float Volume()
{return M_PI * radius * radius * height;
}  };
int main() {
Cylinder c1;
float r;
float h;
cout << "Enter radius:" << endl;
cin >> r;
c1.setradius(r);
cout << "enter height:" << endl;
cin >> h;
c1.setheight(h);
cout << "the volume is :" << c1.Volume();
return 0;}
```

1]Q2:-write a c++ program to create a class array that contains onefloat array

```
#include <iostream>       using namespace std;
class Array            {   private:
float arr[5];
public:
void getdata()
{cout << "Enter array elem:-";
for (int i = 0; i < 5; ++i)
{cin >> arr[i];
}cout << endl;
}void display()
{for (int i = 0; i < 5; ++i)
{cout << arr[i] << " ";
} }   friend void operator++(Array &obj);
friend void operator--(Array &obj);    };
void operator++(Array &obj)
{for (int i = 0; i < 5; ++i)
{++obj.arr[i];
} }               void operator--(Array &obj)
{  for (int i = 0; i < 5; ++i)
{  --obj.arr[i];
  --obj.arr[i];
} }  int main()                  { Array a;
a.getdata();
++a;
cout << "after increment:-";
a.display();
--a;
cout<<endl;
cout << "after decrement:-";
a.display();          return 0;  }
```