

Practical Assignment-3(C++)

C++ Operator Overloading Exercises

1. Overload + operator for a class Point

- Create a class Point with x and y coordinates and overload the + operator to add two points (add their x and y separately).
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2. Overload == operator for a class Student

- Create a class Student with id and name, and overload the == operator to check if two students have the same id.
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3. Overload << operator for a class Book

- Create a class Book with title and author, and overload the << operator to print book details easily.
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4. Overload - operator for a class Box

- Create a class Box with length, width, and height, and overload the - operator to subtract dimensions of one box from another.
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5. Overload ++ operator (prefix) for a class Counter

- Create a class Counter with an integer count, and overload the prefix ++ operator to increase the count by 1.
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6. Overload * operator for class Matrix

- Create a class Matrix with two integers, and overload * to multiply corresponding elements of two matrices.
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7. Overload != operator for class Employee

- Create a class Employee with id and salary, overload != to check if two employees have different ids.
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8. Overload [] operator for class Array

- Create a class Array with an integer array inside, overload [] to access elements.
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9. Overload () operator for class Multiplier

- Create a class Multiplier with a member function that multiplies two integers, overload () operator to do the multiplication.
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10. Overload += operator for class Accumulator

- Create a class Accumulator with an integer sum, overload += to add a value to sum.
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11. Overload -- operator (postfix) for class Timer

- Create a class Timer with an integer count, overload postfix -- to decrease count by 1.
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12. Overload < operator for class Box

- Create a class Box with volume, overload < to compare volumes of two boxes.
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13. Overload >> operator for class Person

- Create a class Person with name and age, overload >> to input data from user.
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14. Overload + operator for class String

- Create a class String with a char array, overload + to concatenate two strings.
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15. Overload - operator for class Time

- Create a class Time with hours and minutes, overload - to find the difference between two time objects.
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Unary Operator Overloading

1. Overload unary - operator for class Number

- Create a class Number with an integer member. Overload unary - to negate the value of the member.
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2. Overload unary ++ operator (prefix) for class Counter

- Create a class Counter with an integer member. Overload prefix ++ to increment the member.
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3. Overload unary -- operator (prefix) for class Counter

- Use the same Counter class. Overload prefix -- to decrement the member.
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4. Overload unary ! operator for class Switch

- Create a class Switch with a boolean member. Overload unary ! to toggle the boolean member.
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5. Overload unary ~ operator for class Bitwise

- Create a class Bitwise with an integer member. Overload unary ~ to perform bitwise NOT on the member.
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Binary Operator Overloading

- 1. Overload - operator for class Point**
 - Subtract the coordinates of two Point objects.

- 2. Overload / operator for class Fraction**
 - Create a class Fraction and overload / to divide one fraction by another.

- 3. Overload < operator for class Date**
 - Create a class Date. Overload < to compare two dates.

- 4. Overload << operator for class Complex**
 - Create a class Complex and overload << to output the complex number in a+bi format.

- 5. Overload && operator for class BoolWrapper**
 - Create a class BoolWrapper. Overload && to perform logical AND on two objects.

C++ Type Conversion Exercises

Implicit & Explicit Type Conversion

- 1. Implicit Conversion from int to float**
 - Create an integer variable and assign it to a float variable. Print both values to observe implicit conversion.

- 2. Explicit Conversion using static_cast**
 - Create a float variable and convert it to an integer using static_cast. Print both values.

3. Explicit Type Conversion with C-style Cast

- Create a double variable and convert it to an integer using C-style cast (int). Print both values.
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4. Constructor-based Conversion

- Create a class Distance with a constructor that accepts an integer representing meters. Create an object by passing an integer to test implicit conversion.
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5. Implicit Conversion from char to int

- Create a char variable and assign a character to it.
 - Assign the char variable to an int variable.
 - Print both values to observe how the character is implicitly converted to its ASCII value.
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6. Explicit Conversion from float to int Using Function-style Cast

- Create a float variable with a decimal value.
 - Use **function-style casting** to convert the float to an int.
 - Print both values to observe how the decimal part is discarded during conversion.
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Basic to Class Conversion

1. Class Score with int Constructor

- Convert an int representing points into a Score object.
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2. Class Percentage with double Constructor

- Convert a double (e.g., 85.5) into a Percentage object.
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3. Class Level with char Constructor

- Convert a char (like 'A') into a Level object.
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4. Class Radius with float Constructor

- Convert a float radius value to a Radius object.
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5. Class Age with unsigned int Constructor

- Convert an unsigned int to an Age object.
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Class to Basic Conversion

1. Class Score Converts to int

- Convert a Score object to an int representing the points.
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2. Class Percentage Converts to double

- Convert a Percentage object to a double value.
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3. Class Level Converts to char

- Convert a Level object to a char representing the level.
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4. Class Radius Converts to float

- Convert a Radius Object to a float.
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5. Class Age Converts to unsigned int

- Convert an Age object to an unsigned int value.
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Class to Class Conversion

- 1. Convert Between Celsius and Fahrenheit**
 - Convert temperature values between Celsius and Fahrenheit classes.

- 2. Convert Between Inch and Centimeter**
 - Convert length units between Inch and Centimeter classes.

- 3. Convert Between Kilogram and Pound**
 - Convert weight values between Kilogram and Pound classes.

- 4. Convert Between Seconds and Minutes**
 - Convert time values between Seconds and Minutes classes.

- 5. Convert Between RGB and HSV Color Spaces**
 - Convert color values between RGB and HSV classes.
