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| 1 | Adding two distances using class program in C++. |
|  | #include "iostream"  using namespace std;  class xxx  {  private:  int inch;  int feet;  public:  void get\_distance();  xxx add\_distance( xxx );  void show();  };  void xxx :: get\_distance()  {  cout<<"Enter inch";  cin>>inch;  cout<<"Enter feet";  cin>>feet;  }  xxx xxx :: add\_distance(xxx a)  {  xxx temp;  temp.feet=this->feet + a.feet;  temp.inch=this->inch + a.inch;  if(temp.inch>=12)  {  temp.feet=temp.feet+ temp.inch/12;  temp.inch=temp.inch%12;  }  return temp;  }  void xxx:: show()  {  cout<<"total feet: "<<feet<<endl;  cout<<"total inch: "<<inch<<endl;  }  main()  {  xxx p,q,r;  p.get\_distance();  q.get\_distance();  r=p.add\_distance(q);  r.show();  } |
| 2 | C++ program to create class to get and print details of a student. |
|  | #include "iostream"  using namespace std;  struct student  {  int roll;  char name[20];  char branch[20];  };  class mystudent  {  private:  struct student m;  public:  void getdata();  void showdata();  };  void mystudent :: getdata()  {  cout<<"Enter roll";  cin>>m.roll;  cout<<"Enter name";  cin>>m.name;  cout<<"Enter branch";  cin>>m.branch;  }  void mystudent :: showdata()  {  cout<<m.roll << m.name << m.branch;  }  main()  {  mystudent t;  t.getdata();  t.showdata();  } |
| 3 | Inline Function example in C++ |
|  | #include "iostream"  using namespace std;  //Inline keyword is only use in declaration.  inline int fun();  int main()  {  fun();  return 0;  }  int fun()  {  cout << "I am from inline function " << endl;  return 0;  } |
| 4 | Use of Reference in C++ |
|  | #include "iostream"  using namespace std;  void swap(int &,int &);  int main()  {  int a=10,b=20;  cout<<a<<" "<<b<<endl;  swap(a,b);  cout<<a<<" "<<b<<endl;  }  void swap(int &p,int &q)  {  int temp;  temp=p;  p=q;  q=temp;  } |
| 5 | Swap between two variable using function overloading |
|  | #include "iostream"  using namespace std;  void swap(int &,int &);  void swap(int \*,int\*);  void swap(float \*,float\*);  void swap(char \*,char \*);  int main()  {  int a=10,b=20;  cout<<a<<" "<<b<<endl;  swap(a,b);  cout<<a<<" "<<b<<endl;  int m=30,n=40;  cout<<m<<" "<<n<<endl;  swap(&m,&n);  cout<<m<<" "<<n<<endl;  float s=3.5,t=4.5;  cout<<s<<" "<<t<<endl;  swap(&s,&t);  cout<<s<<" "<<t<<endl;  char g[]="lit",h[]="lakshya";  cout<<g<<" "<<h<<endl;  swap(g,h);  cout<<g<<" "<<h<<endl;  }  void swap(char \*p,char\*q)  {  char temp[10];  strcpy(temp,p);  strcpy(p,q);  strcpy(q,temp);  }  void swap(float \*p,float \*q)  {  float temp;  temp=\*p;  \*p=\*q;  \*q=temp;  }  void swap(int \*p,int \*q)  {  int temp;  temp=\*p;  \*p=\*q;  \*q=temp;  }  void swap(int &p,int &q)  {  int temp;  temp=p;  p=q;  q=temp;  } |