

**MCA Semester-II**  
**Subject: Advanced Programming Technique-I [C++]**

**Practical Laboratory - 4**

**Topic/Unit: Constructor, Destructor, Copy constructor, Default constructor**

Sr.	Write?	Task
1	*	In the <code>Student</code> class, add following constructors: <code>Student(); //default constructor</code> <code>Student(int rno, char nm[], float cmarks, float cppmarks, float javamarks); //parameterized constructor</code> Also add relevant destructor. In <code>main()</code> function, create three <code>Student</code> objects 'ram', 'rahim' and 'joseph'. Observe behaviour of constructor & destructor.
2	*	In the <code>Vector</code> class, add following constructors: <code>Vector(); //default constructor. So no elements in Vector</code> <code>Vector(int countOfElements); //Parameterized constructor</code> Also add relevant destructor to release (delete) the dynamically allocated memory. Demonstrate usage of these three special methods.
3	*	In the <code>Matrix</code> class, add following constructors: <code>Matrix(); //default constructor. So no elements in Matrix</code> <code>Matrix (int countOfRows, int countOfColumns); //Parameterized constructor</code> Also add relevant destructor to release (delete) the dynamically allocated memory. Demonstrate usage of these three special methods.
4	*	In the <code>String</code> class, add following constructors: <code>String(); //default constructor. So, null string</code> <code>String(char* s); //Parameterized constructor</code> Also add relevant destructor to release (delete) the dynamically allocated memory. Demonstrate usage of these three special methods.
5		Add default constructor & parameterized constructor to the <code>Complex</code> class.
6		Add default constructor & parameterized constructor to the <code>Point</code> class.
7	*	Add default constructor & parameterized constructor to the <code>Date</code> class.
8	*	Add copy constructor to <code>Student</code> class. Demonstrate usage of the same. Observe program behaviour.
9	*	Add copy constructor to <code>Vector</code> class. Demonstrate usage of the same. Observe program behaviour.
10	*	Add copy constructor to <code>String</code> class. Demonstrate usage of the same. Observe program behaviour.
11		Add copy constructor to <code>Matrix</code> class. Demonstrate usage of the same. Observe program behaviour.