Array of Object Practice Question

1. Write a program to print the name, salary, and date of joining of 10 employees in a company. Use an array of objects.
2. Write a program to print the roll number and average marks of 8 students in three subjects (each out of 100). The marks are entered by the user and the roll numbers are automatically assigned.
3. Write a program to calculate the average height of all the students of a class. The number of students and their heights entered by the user.
4. You are organizing a school event and need to keep track of the participating students. Create a class called "Student" with attributes for student name and participation status. Implement member functions to mark a student as present and display the student details. Create an array of 5 Student objects and print the details of all students who attended the event.
5. You are the manager of a sports team and want to find the player with the highest score. Create a class called "Player" with attributes for player name and score. Implement member functions to update the player's score and display the player details. Create an array of 8 Player objects and print the details of the player with the highest score.
6. You are building a library catalogue and need to store information about different books. Create a class called "Book" with attributes for book title, author, and availability status. Implement member functions to mark a book as borrowed and display the book details. Create an array of 10 Book objects and print the details of all available books.
7. You are designing a racing game and want to keep track of the lap times of different cars. Create a class called "Car" with attributes for car brand and lap time. Implement member functions to update the lap time and display the car details. Create an array of 6 Car objects and print the details of all cars along with their fastest lap times.
8. You have a store that sells various products, and you want to display the details of all the products available. Create a class called "Product" with attributes for product name, price, and quantity. Implement member functions to update the product quantity and display the product details. Create an array of 12 Product objects and print the details of all products along with their quantities.
9. You are managing a restaurant and need to keep track of the orders placed by different customers. Create a class called "Customer" with attributes for customer name and order details. Implement member functions to add an order and display the customer details. Create an array of 7 Customer objects and print the details of all customers along with their orders.
10. You are developing a music playlist and want to find the song with the longest duration. Create a class called "Song" with attributes for song title and duration. Implement member functions to update the song duration and display the song details. Create an array of 15 Song objects and print the details of the song with the longest duration.
11. You are organizing a conference and need to keep track of the speakers and their presentation topics. Create a class called "Speaker" with attributes for speaker name and topic. Implement member functions to update the speaker's topic and display the speaker details. Create an array of 10 Speaker objects and print the details of all speakers along with their topics.
12. You are developing a video game and want to find the character with the highest level. Create a class called "Character" with attributes for character name and level. Implement member functions to update the character's level and display the character details. Create an array of 20 Character objects and print the details of the character with the highest level.

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13. You are organizing a movie marathon and need to keep track of the movies and their genres. Create a class called "Movie" with attributes for movie title and genre. Implement member functions to update the movie genre and display the movie details. Create an array of 9 Movie objects and print the details of all movies along with their genres.

14. Let’s create a bank account. Create a class named 'BankAccount' with the following data members

1 - Name of depositor

2 - Address of depositor

3 - Type of account

4 - Balance in the account

5 - Number of transactions

The Class 'BankAccount' has a function for each of the following

1 - Generate a unique account number for each depositor

For the first depositor, the account number will be BA1000; for the second depositor, it

will be BA1001, and so on

2 - Display information and balance of depositor

3 - Deposit more amount in the balance of any depositor

4 - Withdraw some amount from the balance deposited

5 - Change the address of the depositor

After creating the class, do the following operations

1 - Enter the information (name, address, type of account, balance) of the depositors’ to

be entered by the user.

2 - Print the information of any depositor.

3 - Add some amount to the account of any depositor and then display the final

information of that depositor

4 - Remove some amount from the account of any depositor and then display the final

information of that depositor

5 - Change the address of any depositor and then display the final information of that

depositor

6 - Randomly repeat these processes for some other bank accounts and after that, print the

total number of transactions.

15. Write a program to create a directory that contains the following information.

(a) Name of a person

(b) Address

(c) Telephone Number (if available with STD code)

(d) Mobile Number (if available)

(e) Head of the family