

# Object Oriented Programming Lab

## Lab 04

**Marks 10**

### Instructions

Work on this lab individually. You can use your books, notes, handouts etc. but you are not allowed to borrow anything from your peer student.

### Marking Criteria

Show your work to the instructor before leaving the lab to get some or full credit.

### What you must do

Program the following tasks in your C++ compiler and then compile and execute them.

### Task 1

Write a program that performs the following tasks

1. Declare two **float pointers** named **ptrX** and **ptrY** and initialize them with **NULL**.
2. Create **two variables** with values **4.5** and **9.3** on **heap memory segment** and assign their addresses to **ptrX** and **ptrY** respectively.

Now print the following information:

1. The address of **ptrX**, value of **ptrX** and the value of **memory location** where it points to.
2. The address of **ptrY**, value of **ptrY** and the value of **memory location** where it points to.

**Free the resources** allocated on **heap memory segment**.

### Task 2

Write a program that performs the following tasks

1. Ask the user to enter **size** of an **integer array**.
2. Allocate **memory** to an **array** based on the **size** provided by **user**.
3. Initialize the **array content** by **reading** them from **user**.
4. Calculate and display the **sum of array elements**.
5. **Free any memory resources** allocated by the program before exit.

### Task 3

Implement following **function** named **getPositiveNumbers**

```
int* getPositiveNumbers(const int ar[], const int size, int& newArraySize);
```

The parameters **ar** and **size** holds an **array** and its **size** respectively.

The function should **return a pointer to newly created array** which contains **only positive numbers** exist in array **ar** and store its **size** in parameter **newArraySize**. It should store **0 (zero)** in **newArraySize** and return **NULL** if **ar** contains only **negative** numbers. *The function should not display anything.*

In **main** function declare an **array** of **size 10**. Fill the array with arbitrary values and then pass it to **getPositiveNumbers** function along with its **size** and all the **required parameters**. Display **contents** of the array **returned** by function **getPositiveNumbers** if any, otherwise display a message *"No Positive Numbers Exist in the Array!"*. Don't forget to free the memory resource allocated by the program, if any.

### Task 4

Implement following **function** named **getEvenOdd** that accept an array **ar** along with its size **n\_ar**

```
void getEvenOdd(const int ar[], const int n_ar, int* &even, int& n_even, int* &odd, int& n_odd);
```

The parameters **ptrArray** and **size** holds **starting address** and the **size** of an **array** respectively.

The function gets all the **even** and **odd** numbers from the array **ar** and place them into a **newly created arrays** pointed by parameter **even** and **odd** respectively. Store the sizes of **even** and **odd** arrays into **n\_even** and **n\_odd** respectively. It should store **0 (zero)** and **NULL** in parameters **n\_even/n\_odd** and **even/odd** respectively, if **ar** has no **even/odd** numbers. *The function should not display anything.*

In **main** function declare an **array** of **size 10**. Fill the array with arbitrary values and then pass it to **getEvenOdd** function along with its **size** and all the **required parameters**. After the execution of function display **contents** of the arrays pointed by **even** and **odd**. Display appropriate message(s), if **even** and/or **odd** arrays are empty. Don't forget to free the memory resource allocated by the program, if any.

☺ ☺ ☺ **BEST OF LUCK** ☺ ☺ ☺