OM46 classBoard

C
DS
Apti
DCN
OOpc c++
BD and AI

===>B

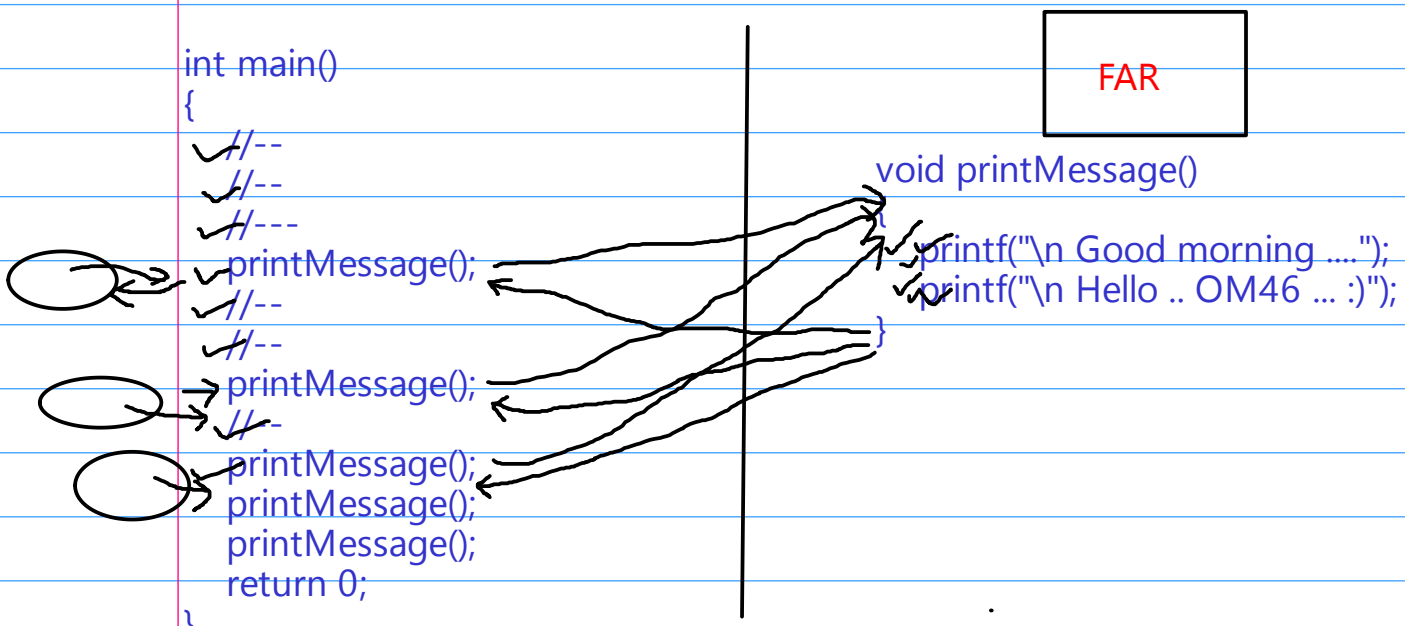
DAC --> C++

Lecture Lab

7

oop --> 2000+ -->C++

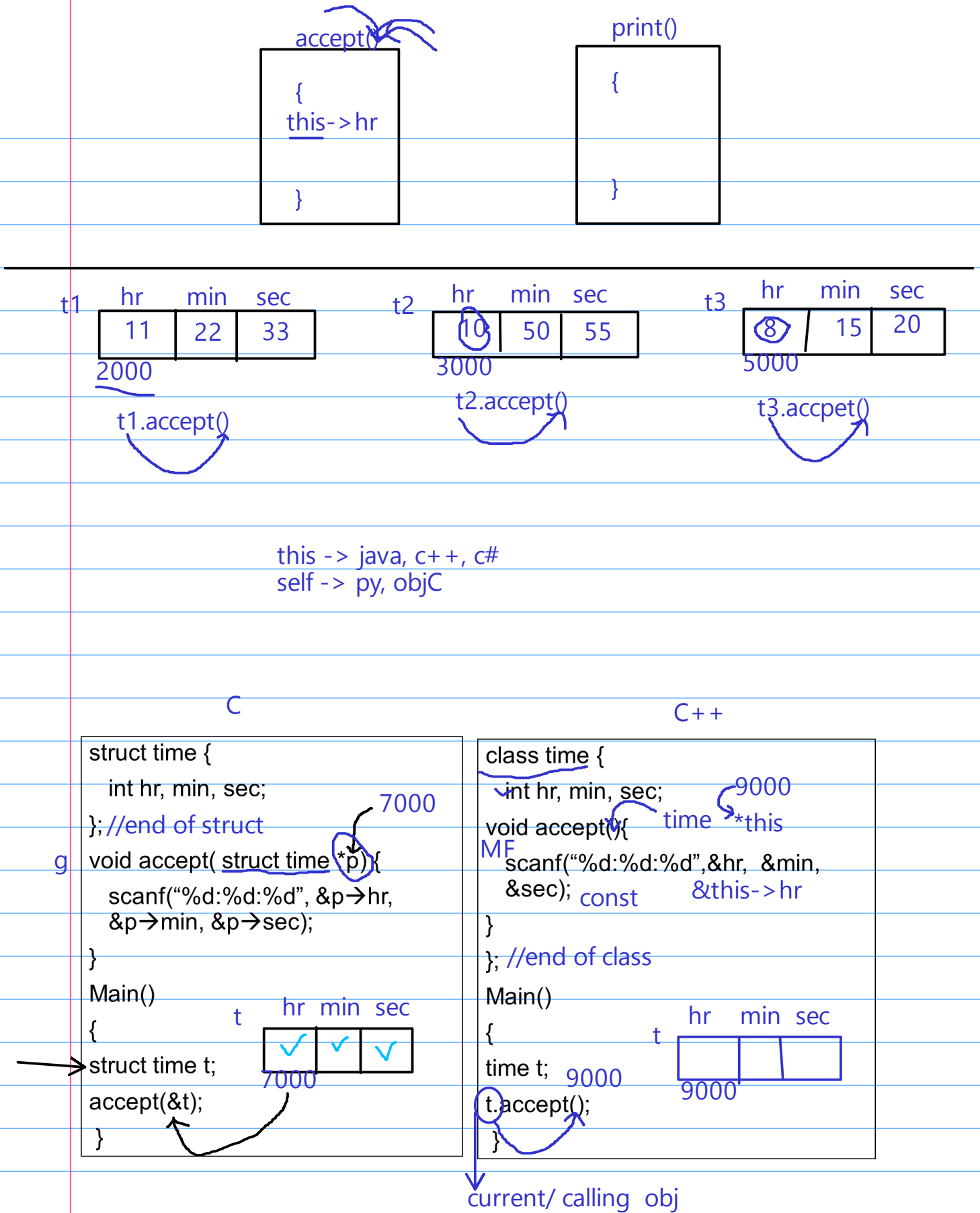
C --> C++ -->OOP

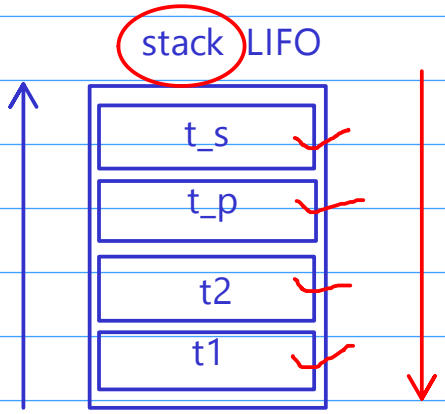


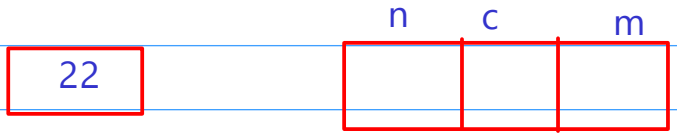
void printValue(int n) =>printValue@int
void printValue(char ch) =>printValue@char
void printValue(int n1,int n2) => printValue@int,int
void printValue(int n,char ch) => printValue@int,char
void printValue(char ch, int n) =>printValue@char,int

emp
name
empid
sal
age
mgr
roll_no

time
hr
min
sec


accept()
{
this->hr
}
print()
{
}
t1
hr min sec
11 22 33
2000
t1.accept()
t2
hr min sec
10 50 55
3000
t2.accept()
t3
hr min sec
8 15 20
5000
t3.accpet()
this -> java, c++, c#
self -> py, objC
C
struct time {
int hr, min, sec;
}; //end of struct
void accept(struct time *p){
scanf("%d:%d:%d", &p->hr,
&p->min, &p->sec);
}
Main()
{
struct time t;
accept(&t);
}
7000
t
hr min sec
7000
C++
class time {
int hr, min, sec;
void accept(){
scanf("%d:%d:%d",&hr, &min,
&sec);
}
}; //end of class
Main()
{
time t;
t.accept();
}
9000
time *this
const
&this->hr
t
hr min sec
9000
9000
current/ calling obj





day 4
f/b
oop_cpp_quiz-1

ref
new - delete
deep - shallow

3
1:concept
2:app
3:req

```
int n1;
n1=5
n1=10
int& ref=n1;
ref=15
 cout->n1==>15
 cout->ref==>15
```

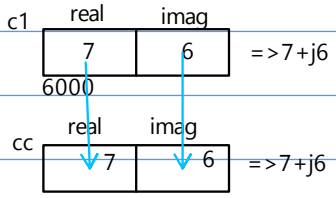
n1 ref
15
5000

int -> interger type data type
int* -> interger pointer type datatype
int& -> interger ref type datatype

```
// int a1=a
 //int& b1=b
void mySwap(int a1,int& b1)
{
    int temp = a1;
    a1=b1;
    b1=temp;
}
```

by ref
by value

```
int main()
{
    int a=11,b=99;
    cout<<"\n before swap a="<<a<<"  b="<<b
    mySwap (a, b);
    cout<<"\n after swap a="<<a<<"  b="<<b;
}
```

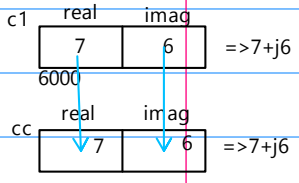


n3=n1+n2

```
class complex
{
public:
sum(  complex& c2)
{      7
this->real+c2.real;
this->imag+c2.imag

}


}
```

```
main()
{
complex c1(7,6)
complex c2(3,2)
complex c3;

c3= c1.sum( c2)
}
```

old case
shallow



New case deep