

Lab 10 Tasks

Task 01

Elon Musk wants to change the logo of twitter from the blue bird to doge coin but wants to keep everything on twitter the same. Create three classes `Logo`, `Platform` and `Server` with the attributes of your choice (Keep the `Logo` attribute `private` and `string`) and change the logo attribute via the `friend` keyword. Use the `display` function to display the parameters twice (once with the original logo and the other with the modified one)

Task 02

Write a program to overload decrement operator `--` in such a way that when it is used as a prefix, it multiplies a number by 4 and when it is used as a postfix then it divides the number by 4.

Task 03

Write a program that will apply the concept of operator overloading on `+` operator to add the areas of `shape1` and `shape2`. Name of `class` is `"shape"` while `shape1` and `shape2` are the objects of `class shape`. Use the same `Area()` function for both objects.

Task 04

Write the following program to show the working of `friend class`. Define two classes i.e., `"printClass"` and `"perimeter"`. `perimeter class` finds perimeter using `length` and `breadth` values where `length` and `breadth` values are `private`. Make `"printClass"` a `friend` of `"perimeter" class`. Once this is done, create an object in main `class` to calculate perimeter and pass this object to `printClass` to display perimeter.