

Destructor

Input:

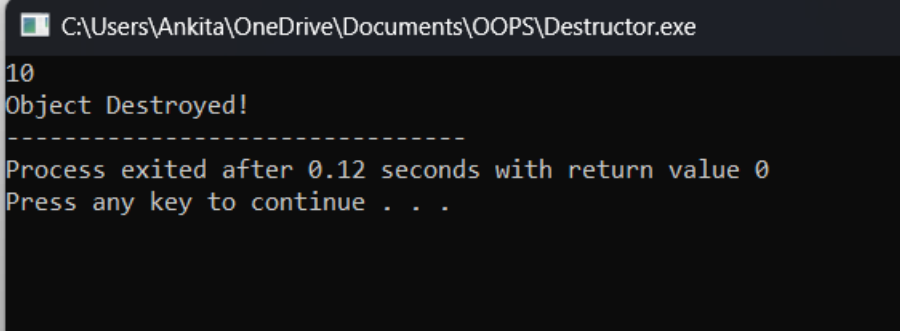
```
#include<iostream>

using namespace std;

class test{
    public:
        test()
        {
            int n=10;
            cout<<n<<endl;
        }
        ~test()
        {
            cout<<"Object Destroyed!";
        }
};

int main()
{
    test obj;
    return 0;
}
```

Output:



```
C:\Users\Ankita\OneDrive\Documents\OOPS\Destructor.exe
10
Object Destroyed!
-----
Process exited after 0.12 seconds with return value 0
Press any key to continue . . .
```

Returning By Reference

Input:

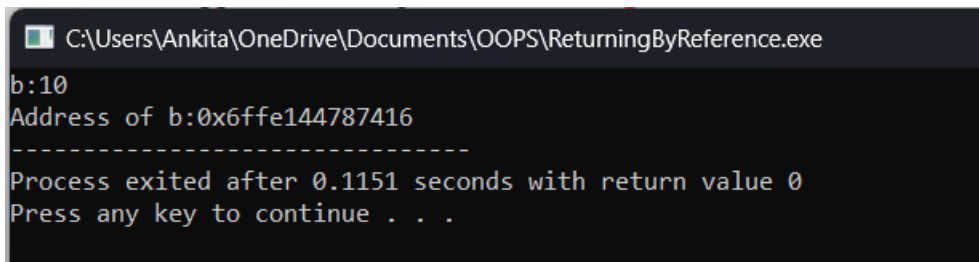
```
#include<iostream>

using namespace std;

class new1{
    public:
        int&fun(int&x)
        {
            cout<<"b:"<<x<<endl<<"Address of b:"<<&x;
        }
};

int main()
{
    int a = 10;
    int &b = a;
    new1 obj;
    cout<<obj.fun(b);
    return 0;
}
```

Output:



```
C:\Users\Ankita\OneDrive\Documents\OOPS\ReturningByReference.exe
b:10
Address of b:0x6ffe144787416
-----
Process exited after 0.1151 seconds with return value 0
Press any key to continue . . .
```

Default Parameter

Input:

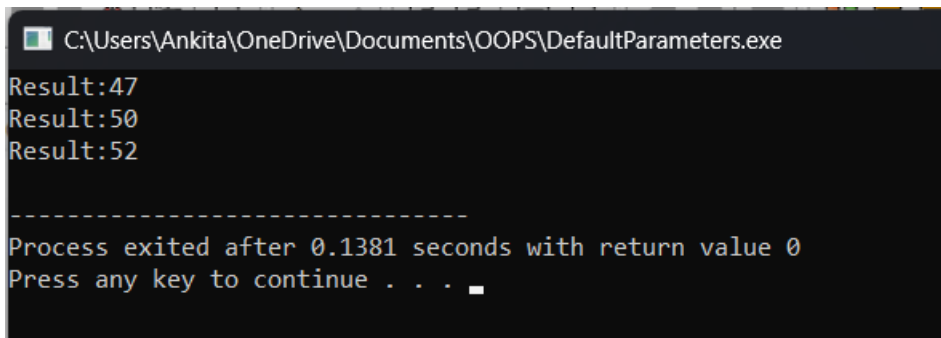
```
#include<iostream>
```

```
using namespace std;

class z{
    int res;
    public:
        void add(int a, int b, int c=10){
            res = a + b + c;
        }
        void display(){
            cout<<"Result:"<<res<<endl;
        }
};

int main(){
    z ob1, ob2, ob3;
    ob1.add(17, 20);
    ob2.add(25, 15);
    ob3.add(13, 20, 19);
    ob1.display();
    ob2.display();
    ob3.display();
    return 0;
}
```

Output:



```
C:\Users\Ankita\OneDrive\Documents\OOPS\DefaultParameters.exe
Result:47
Result:50
Result:52

-----
Process exited after 0.1381 seconds with return value 0
Press any key to continue . . .
```

Friend Function

Input:

```
#include<iostream>

using namespace std;

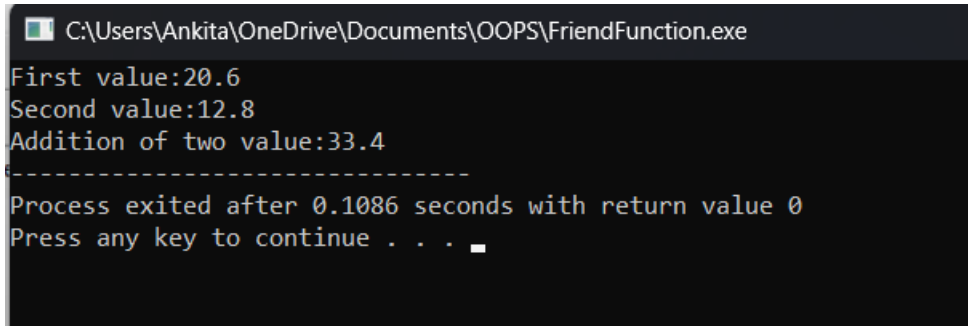
class value{
    float a, b;
    public:
        value1(float x, float y)
        {
            a = x;
            b = y;
        }
        friend value add(value obj);
        void print()
        {
            cout<<"First value:"<<a<<endl;
            cout<<"Second value:"<<b<<endl;
        }
};

value add(value obj)
{
    cout<<obj.a+obj.b;
}

int main()
{
    value v;
    v.value1(20.6, 12.8);
    v.print();
    cout<<"Addition of two value:";
```

```
        add(v);  
        return 0;  
    }
```

Output:



Static Function

Input:

```
#include<iostream>  
  
using namespace std;  
  
class new1{  
    float f;  
    static int a;  
    public:  
        void getdata(float x)  
        {  
            f = x;  
        }  
        void showdata()  
        {  
            cout<<"f:"<<f<<endl;  
            cout<<"a:"<<a++<<endl;  
        }  
        static float new2()
```

```

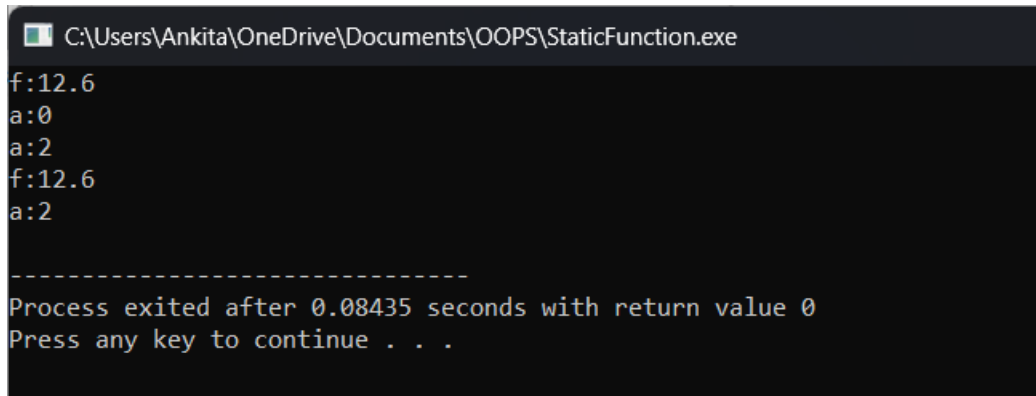
        {
            a = a+1;
            cout<<"a:"<<a<<endl;
        }
};

int new1::a;

int main()
{
    new1 obj;
    obj.getdata(12.6);
    obj.showdata();
    new1::new2();
    obj.showdata();
    return 0;
}

```

Output:



```

C:\Users\Ankita\OneDrive\Documents\OOPS\StaticFunction.exe
f:12.6
a:0
a:2
f:12.6
a:2

-----
Process exited after 0.08435 seconds with return value 0
Press any key to continue . . .

```