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Additional Exercises

Fill in the missing code

Question 1:

```
#include<iostream>

#include<cstring>

using namespace std;

class String
{
private:
    char *s;
    int size;
public:
    String(const char *str = NULL); // constructor
    ~String() { delete [] s; } // destructor
    String(const String&); // copy constructor
    void print() { cout << s << endl; } // Function to print string
    void change(const char *); // Function to change
};

String::String(const char *str)
{
    size = strlen(str);
    s = new char[size+1];
    strcpy(s, str);
}
```

```

void String::change(const char *str)
{
}

String::String(const String& old_str)
{
}

int main()
{
String str1("GeeksQuiz");
String str2 = str1;
str1.print(); // what is printed ?
str2.print();
str2.change("GeeksforGeeks");
str1.print(); // what is printed now ?
str2.print();
return 0;
}

```

Answer : **delete [] s ;**

Question 2:

```

#include<iostream>

using namespace std;

class Test
{
private:
int x;
int y;

```

```

public:
Test (int x = 0, int y = 0) { }

Test setX(int a) { x = a; return *this;}

Test setY(int b) { y = b; return *this;}

void print() { cout << "x = " << x << " y = " << y << endl; }

};

int main()

{

Test obj1;

obj1.setX(10).setY(20);

obj1.print();

return 0;

}

```

Answer: return *this

Predict the output and give justifications.

Question 3:

```

#include<iostream>

using namespace std;

class Test

{

private:

int x;

int y;

public:

Test(int x = 0, int y = 0) { this->x = x; this->y = y; }

```

```

static void fun1() { cout << "Inside fun1()"; }

static void fun2() { cout << "Inside fun2()"; this->fun1(); }

};

int main()
{
    Test obj;
    obj.fun2();
    return 0;
}

```

Answer:

compilation error occurs as in fun2() a static member function is trying to use “this” pointer .static member functions do not have a distinct object associated with them , and can hence can only access either static data members or objects passed as parameters to it.

Question 4:

```

using namespace std;

class Test {
    int value;

public:
    Test(int v = 0) {value = v;}

    int getValue() const { return ++value;}
};

int main() {
    Test t(20);
    cout<<t.getValue();
    return 0;
}

```

Answer:

compilation error as getvalue() is a const member function and thus should not be able to alter data members of an object

Question 5:

```
class Test {  
static Test * fun()  
{  
return this;  
}  
};  
  
int main()  
{  
getchar();  
return 0;  
}
```

Answer :

Compilation error.fun() is a static member function and thus cannot use 'this' pointer

Question 6:

```
#include<iostream>

using namespace std;

class Test
{
private:
static int count;

public:
Test& fun();
};

int Test::count = 0;

Test& Test::fun()
{
Test::count++;
cout << Test::count << " ";
return *this;
}

int main()
{
Test t;
t.fun().fun().fun().fun();
return 0;
}
```

Answer:

no errors and output will be:

1 2 3 4

(reason: associativity of '.' Operator is left to right and count will be increment each time fun() is called by a different object as count is a static data member)

Question 7:

```
#include<iostream>

using namespace std;

class Point {
public:
    Point() { cout << "Normal Constructor calledn"; }
    Point(const Point &t) { cout << "Copy constructor calledn"; }
};

int main()
{
    Point *t1, *t2;
    t1 = new Point();
    t2 = new Point(*t1);
    Point t3 = *t1;
    Point t4;
    t4 = t3;
    return 0;
}
```

Answer :

t1 = new Point(); will call normal constructor

t2 = new Point(*t1); will call copy constructor passing t1 by reference as parrameter

Point t3 = *t1; will call copy constructor passing t1 by reference as parameter

Point t4; will call normal constructor, therefore :

Output:

Normal Constructor called

Copy Constructor called

Copy Constructor called

Normal Constructor called

Question 8:

A program to demonstrate the concept of constructors and destructor

```
#include<iostream.h>
```

```
#include<conio.h>
```

```
#include<stdlib.h>
```

```
class DEPOSIT
```

```
{
```

```
long int principal;
```

```
int time;
```

```
float rate;
```

```
float totalamount;
```

```
public:
```

```
DEPOSIT(); // #1
```

```
DEPOSIT(long p, int t, float r); // #2
```

```
DEPOSIT(long p, int t); // #3
```



```
DEPOSIT(long p, float r); // #4
DEPOSIT(const Deposit &d); // #5
~DEPOSIT();
void calculateamount(void);
void display(void);
};
```

main.cpp

```
#include<iostream>
#include<cstdlib>
using namespace std;
#include "DEPOSIT.h"

int main()
{
    DEPOSIT a;
    DEPOSIT b(1000, 2, 1.00f);
    DEPOSIT c(2000, 1);
    DEPOSIT d(3000, 2.00f);
    DEPOSIT e(b);

    a.calculateamount();
    b.calculateamount();
    c.calculateamount();
    d.calculateamount();
    e.calculateamount();

    cout<<"\n\n\n\n DEPOSIT a : \n";
    a.display();
}
```

```

        cout<<"\n\n\n\n DEPOSIT b(1000, 2, 1f) : \n";
        b.display();

        cout<<"\n\n\n\n DEPOSIT c(2000, 1) : \n";
        c.display();

        cout<<"\n\n\n\n DEPOSIT d(3000, 2f) : \n";
        d.display();

        cout<<"\n\n\n\n Deposit e(b) : \n";
        e.display();

        return 0;
}

```

DEPOSIT.h

```

#ifndef DEPOSIT_H
#define DEPOSIT_H

class DEPOSIT
{
    long int principal;
    int time;
    float rate;
    float totalamount;

public:
    DEPOSIT();
    DEPOSIT(long p, int t, float r);
    DEPOSIT(long p, int t);
    DEPOSIT(long p, float r);
    DEPOSIT(const DEPOSIT &d);
    ~DEPOSIT();

```

```
        void calculateamount(void);  
        void display(void);  
};  
  
#endif
```

DEPOSIT.cpp

```
#include "DEPOSIT.h"  
  
#include<iostream>  
#include<cstdlib>  
using namespace std;  
  
DEPOSIT::DEPOSIT()  
{  
    principal = time = rate = 0.0;  
}  
  
DEPOSIT::DEPOSIT(long p, int t, float r)  
{  
    principal = p;  
    time = t;  
    rate = r;  
}  
  
DEPOSIT::DEPOSIT(long p, int t)  
{  
    principal = p;  
    time = t;  
    rate = 1;
```

```
}
```

```
DEPOSIT::DEPOSIT(long p, float r)
```

```
{
```

```
    principal = p;
```

```
    time = 1;
```

```
    rate = r;
```

```
}
```

```
DEPOSIT::DEPOSIT(const DEPOSIT &d)
```

```
{
```

```
    principal = d.principal;
```

```
    time = d.time;
```

```
    rate = d.rate ;
```

```
}
```

```
DEPOSIT::~~DEPOSIT()
```

```
{
```

```
    cout<<"\n\n calling destructor \n\n";
```

```
}
```

```
void DEPOSIT::calculateamount(void)
```

```
{
```

```
    totalamount = principal + (((float)principal/100)*time*rate);
```

```
}
```

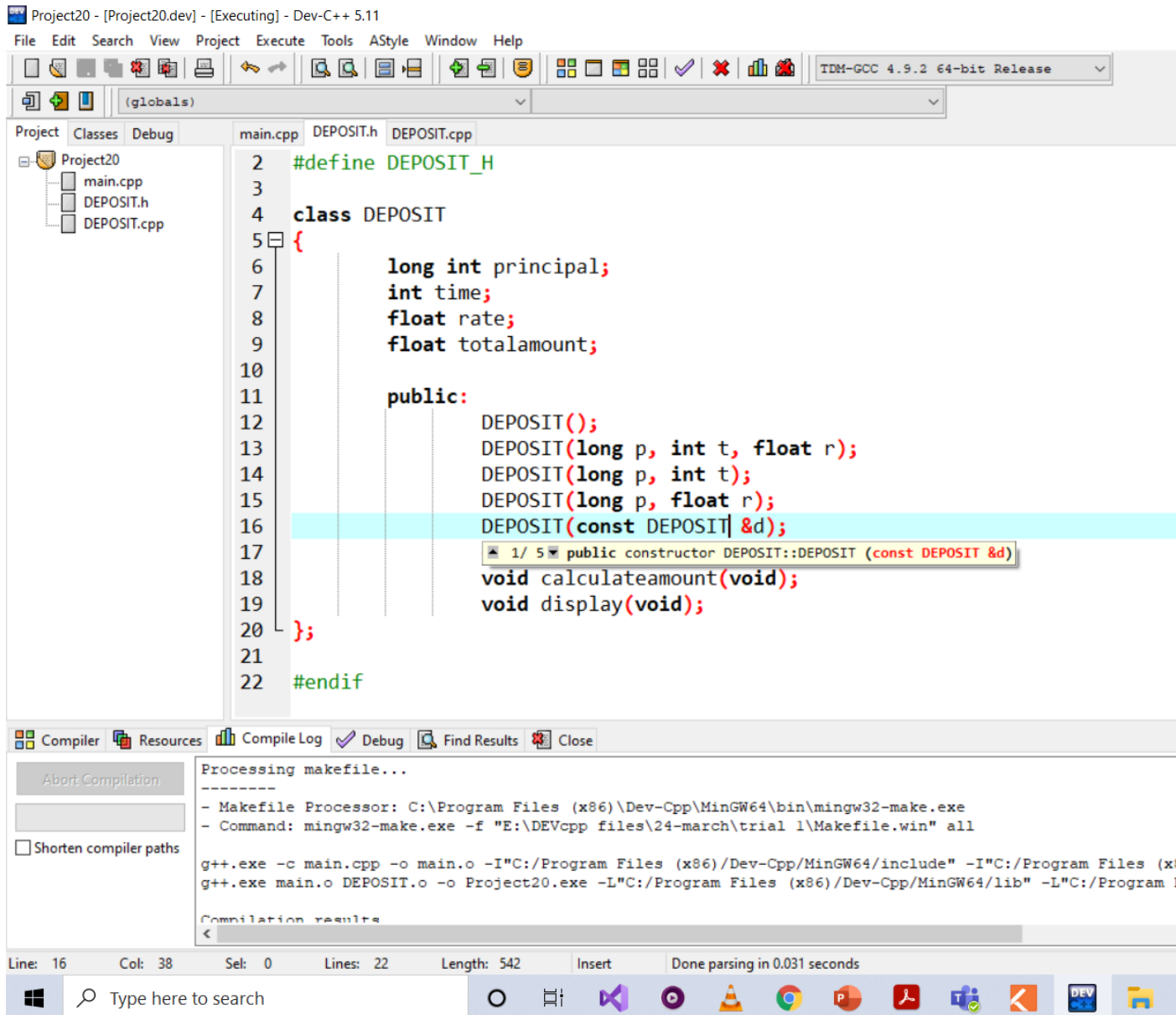
```
void DEPOSIT::display(void)
```

```
{
```

```
    cout<<"\n principal : "<<principal<<"\n";
```

```
    cout<<"\n time : "<<time<<" years\n";
```

```
cout<<"\n interest rate : "<<rate<<"\n";  
cout<<"\n total amount : "<<totalamount<<"\n";  
}
```



Project20 - [Project20.dev] - [Executing] - Dev-C++ 5.11

File Edit Search View Project Execute Tools AStyle Window Help

TDM-GCC 4.9.2 64-bit Release

(globals)

Project Classes Debug

Project20
main.cpp
DEPOSIT.h
DEPOSIT.cpp

```
1  #include "DEPOSIT.h"
2  #include<iostream>
3  #include<cstdlib>
4  using namespace std;
5
6
7  DEPOSIT::DEPOSIT()
8  {
9      principal = time = rate = 0.0;
10 }
11
12 DEPOSIT::DEPOSIT(long p, int t, float r)
13 {
14     principal = p;
15     time = t;
16     rate = r;
17 }
18 DEPOSIT::DEPOSIT(long p, int t)
19 {
20     principal = p;
21     time = t;
22     rate = 1;
23 }
24
25 DEPOSIT::DEPOSIT(long p, float r)
26 {
27     principal = p;
28     time = 1;
29     rate = r;
```

Compiler Resources Compile Log Debug Find Results

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Project20 - [Project20.dev] - [Executing] - Dev-C++ 5.11

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TDM-GCC 4.9.2 64-bit Release

{globals}

Project Classes Debug

Project20
main.cpp
DEPOSIT.h
DEPOSIT.cpp

main.cpp DEPOSIT.h DEPOSIT.cpp

```
24
25 DEPOSIT::DEPOSIT(long p, float r)
26 {
27     principal = p;
28     time = 1;
29     rate = r;
30 }
31 DEPOSIT::DEPOSIT(const DEPOSIT &d)
32 {
33     principal = d.principal;
34     time = d.time;
35     rate = d.rate ;
36 }
37 DEPOSIT::~DEPOSIT()
38 {
39     cout<<" \n\n  calling destructor  \n\n";
40 }
41
42 void DEPOSIT::calculateamount(void)
43 {
44     totalamount = principal + (((float)principal/100)*time*rate);
45 }
46
47 void DEPOSIT::display(void)
48 {
49
50     cout<<"\n  principal : "<<principal<<"\n";
51     cout<<"\n  time :  "<<time<<" years\n";
52     cout<<"\n  interest rate : "<<rate<<"\n";
53 }
```

Compiler Resources Compile Log Debug Find Results

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Project20 - [Project20.dev] - [Executing] - Dev-C++ 5.11

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TDM-GCC 4.9.2 64-bit Release

(globals)

Project Classes Debug

Project20
main.cpp
DEPOSIT.h
DEPOSIT.cpp

```
main.cpp DEPOSIT.h DEPOSIT.cpp
28         time = 1;
29         rate = r;
30     }
31     DEPOSIT::DEPOSIT(const DEPOSIT &d)
32     {
33         principal = d.principal;
34         time = d.time;
35         rate = d.rate ;
36     }
37     DEPOSIT::~DEPOSIT()
38     {
39         cout<<" \n\n  calling destructor  \n\n";
40     }
41
42     void DEPOSIT::calculateamount(void)
43     {
44         totalamount = principal + (((float)principal/100)*time*rate);
45     }
46
47     void DEPOSIT::display(void)
48     {
49
50         cout<<"\n  principal : "<<principal<<"\n";
51         cout<<"\n  time :  "<<time<<" years\n";
52         cout<<"\n  interest rate : "<<rate<<"\n";
53         cout<<"\n  total amount : "<<totalamount<<"\n";
54     }
55
56
```

Compiler Resources Compile Log Debug Find Results

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Project20 - [Project20.dev] - [Executing] - Dev-C++ 5.11

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TDM-GCC 4.9.2 64-bit Release

(globals)

Project Classes Debug

Project20
main.cpp
DEPOSIT.h
DEPOSIT.cpp

main.cpp DEPOSIT.h DEPOSIT.cpp

```
1 #include<iostream>
2 #include<cstdlib>
3 using namespace std;
4 #include "DEPOSIT.h"
5
6
7 int main()
8 {
9     DEPOSIT a;
10    DEPOSIT b(1000, 2, 1.00f);
11    DEPOSIT c(2000, 1);
12    DEPOSIT d(3000, 2.00f);
13    DEPOSIT e(b);
14
15    a.calculateamount();
16    b.calculateamount();
17    c.calculateamount();
18    d.calculateamount();
19    e.calculateamount();
20
21    cout<<"\n\n\n\n DEPOSIT a : \n";
22    a.display();
23    cout<<"\n\n\n\n DEPOSIT b(1000, 2, 1f) : \n";
24    b.display();
25    cout<<"\n\n\n\n DEPOSIT c(2000, 1) : \n";
26    c.display();
27    cout<<"\n\n\n\n DEPOSIT d(3000, 2f) : \n";
28    d.display();
29    cout<<"\n\n\n\n | Deposit e(b) : \n";
```

Compiler Resources Compile Log Debug Find Results

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Project20 - [Project20.dev] - [Executing] - Dev-C++ 5.11

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TDM-GCC 4.9.2 64-bit Release

(globals)

Project Classes Debug

Project20
main.cpp
DEPOSIT.h
DEPOSIT.cpp

main.cpp DEPOSIT.h DEPOSIT.cpp

```
5
6
7 int main()
8 {
9     DEPOSIT a;
10    DEPOSIT b(1000, 2, 1.00f);
11    DEPOSIT c(2000, 1);
12    DEPOSIT d(3000, 2.00f);
13    DEPOSIT e(b);
14
15    a.calculateamount();
16    b.calculateamount();
17    c.calculateamount();
18    d.calculateamount();
19    e.calculateamount();
20
21    cout<<"\n\n\n\n DEPOSIT a : \n";
22    a.display();
23    cout<<"\n\n\n\n DEPOSIT b(1000, 2, 1f) : \n";
24    b.display();
25    cout<<"\n\n\n\n DEPOSIT c(2000, 1) : \n";
26    c.display();
27    cout<<"\n\n\n\n DEPOSIT d(3000, 2f) : \n";
28    d.display();
29    cout<<"\n\n\n\n Deposit e(b) : \n";
30    e.display();
31
32    return 0;
33 }
```

Compiler Resources Compile Log Debug Find Results

Line: 29 Col: 25 Sel: 0 Lines: 33 Length: 793 Insert Done parsing in 0.031 seconds

Type here to search



E:\DEVcpp files\24-march\trial 1\Project20.exe

DEPOSIT a :

principal : 0

time : 0 years

interest rate : 0

total amount : 0

DEPOSIT b(1000, 2, 1f) :

principal : 1000

time : 2 years

interest rate : 1

total amount : 1020

DEPOSIT c(2000, 1) :

principal : 2000

time : 1 years

interest rate : 1

total amount : 2020

DEPOSIT d(3000, 2f) :

principal : 3000

time : 1 years

interest rate : 2



🔍 Type here to search



E:\DEVcpp files\24-march\trial 1\Project20.exe

DEPOSIT d(3000, 2f) :

principal : 3000

time : 1 years

interest rate : 2

total amount : 3060

Deposit e(b) :

principal : 1000

time : 2 years

interest rate : 1

total amount : 1020

calling destructor

calling destructor

calling destructor

calling destructor

calling destructor

Process exited after 1.302 seconds with return value 0
Press any key to continue . . .



Type here to search



Question 9:

A program to demonstrate the concept of returning objects from a function

```
#include<iostream.h>

class weight
{
    int kilogram;
    int gram;
public:
    void getdata ();
    void putdata ();
    void sum_weight (weight,weight) ; weight sum_weight (weight) ;
};
```

main.cpp

```
#include<iostream>
using namespace std;
#include "weight.h"

int main()
{
    weight w1,w2,w3;
    cout<<" \n\n\n for w1: ";
    w1.getdata();
    cout<<" \n\n\n for w2: ";
    w2.getdata();cout<<" \n\n\n w3.sum_weight(w1,w2) will add weights of w1,w2 and
assign it to w3 \n\n";
    w3.sum_weight(w1,w2);cout<<"\n  w3: \n ";w3.putdata();
    cout<<"\n\n\n w1.sum_weight(w2).putdata() will add weight of w2 to w1 and
display it\n  ";
```

```
        w1.sum_weight(w2).putdata();

        return 0;
    }
```

weight.h

```
#ifndef WEIGHT_H
#define WEIGHT_H

class weight
{
    int kilogram;
    int gram;
public:
    void getdata ();
    void putdata ();
    void sum_weight (weight,weight) ; weight sum_weight (weight) ;
    friend void reduce(weight &);
};

#endif
```

weight.cpp

```
#include "weight.h"
#include<iostream>
using namespace std;
```

```

void weight::getdata ()
{
    cout<<"\n\n enter kg and grams : ";cin>>kilogram>>gram;
    reduce(*this);

}

void reduce(weight &w)
{
    int tot=w.kilogram*1000 + w.gram;
    w.gram=tot%1000;
    tot -=w.gram;
    w.kilogram=tot/1000;
}

void weight::putdata ()
{
    cout<<"\n\n "<<kilogram<<" kilogram and "<<gram<<" grams\n ";
}

void weight::sum_weight (weight w1,weight w2)
{
    kilogram=w1.kilogram+w2.kilogram;
    gram=w1.gram+w2.gram;
    reduce(*this);

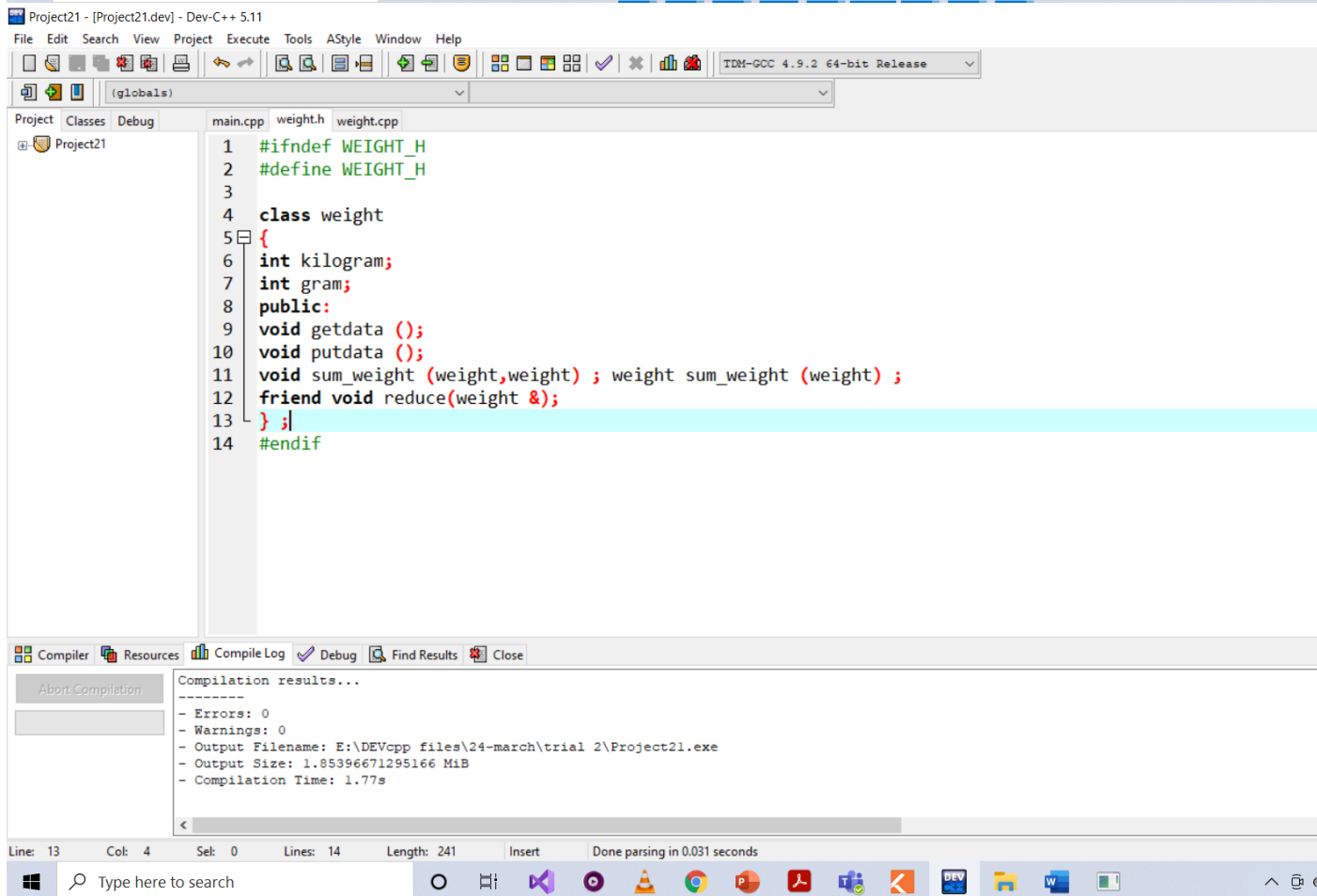
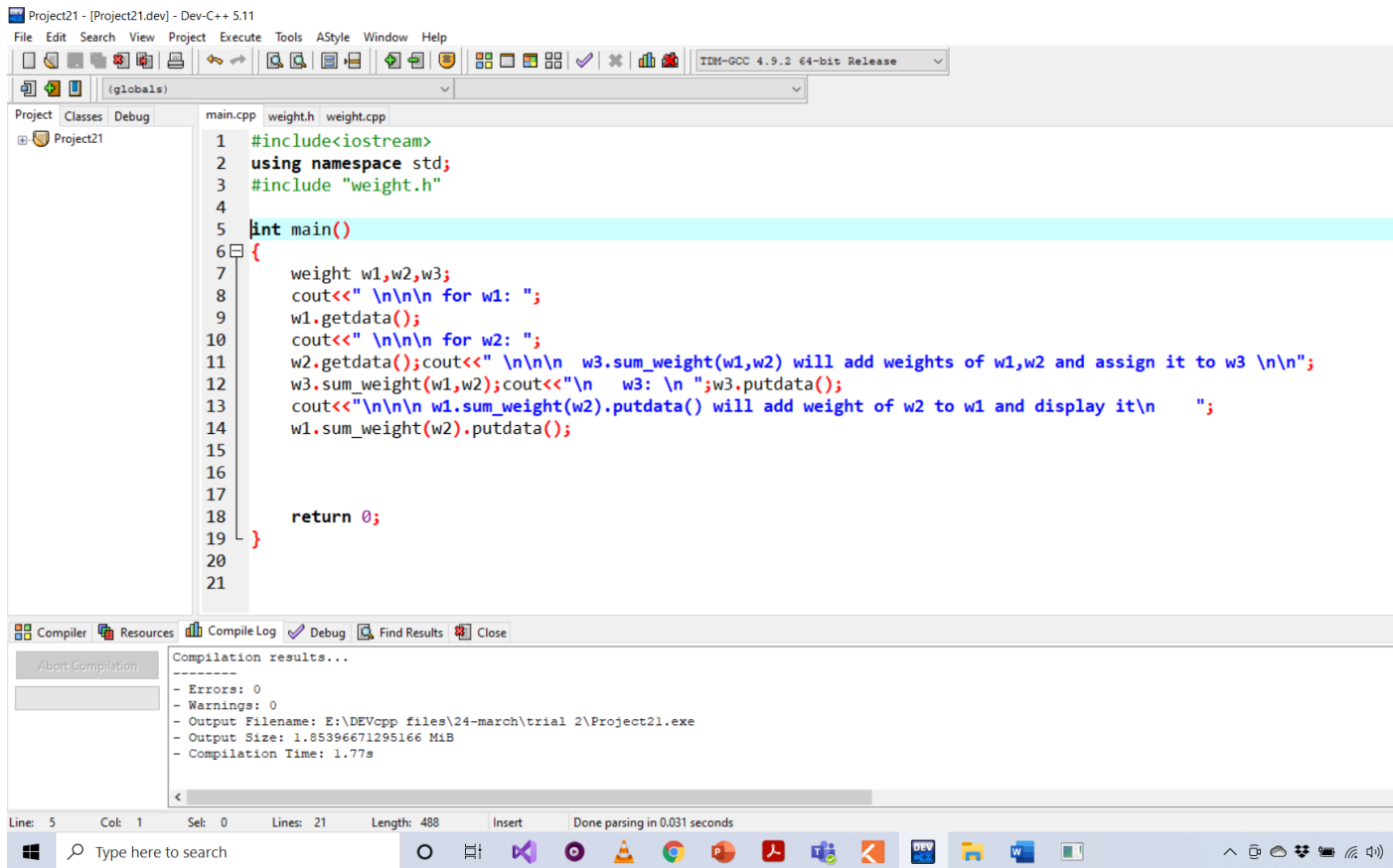
}

weight weight::sum_weight (weight w2)

```



```
{  
    kilogram+=w2.kilogram;  
    gram+=w2.gram;  
    reduce(*this);  
    return (*this);  
}
```



```
1 #include "weight.h"
2 #include <iostream>
3 using namespace std;
4
5 void weight::getdata ()
6 {
7     cout<<"\n\n enter kg and grams : ";cin>>kilogram>>gram;
8     reduce(*this);
9 }
10
11 void reduce(weight &w)
12 {
13     int tot=w.kilogram*1000 + w.gram;
14     w.gram=tot%1000;
15     tot -=w.gram;
16     w.kilogram=tot/1000;
17 }
18 void weight::putdata ()
19 {
20     cout<<"\n\n "<<kilogram<<" kilogram and "<<gram<<" grams\n ";
21 }
22 void weight::sum_weight (weight w1,weight w2)
23 {
24     kilogram=w1.kilogram+w2.kilogram;
25     gram=w1.gram+w2.gram;
26     reduce(*this);
27 }
28
29
```

Project21 - [Project21.dev] - Dev-C++ 5.11

File Edit Search View Project Execute Tools AStyle Window Help

TDM-GCC 4.9.2 64-bit Release

(globals)

Project Classes Debug

Project21

```
10 }
11 void reduce(weight &w)
12 {
13     int tot=w.kilogram*1000 + w.gram;
14     w.gram=tot%1000;
15     tot -=w.gram;
16     w.kilogram=tot/1000;
17 }
18 void weight::putdata ()
19 {
20     cout<<"\n\n " <<kilogram<<" kilogram and " <<gram<<" grams\n ";
21 }
22 void weight::sum_weight (weight w1,weight w2)
23 {
24     kilogram=w1.kilogram+w2.kilogram;
25     gram=w1.gram+w2.gram;
26     reduce(*this);
27 }
28 }
29
30 weight weight::sum_weight (weight w2)
31 {
32     kilogram+=w2.kilogram;
33     gram+=w2.gram;
34     reduce(*this);
35     return (*this);
36 }
37 }
38 }
```

Compiler Resources Compile Log Debug Find Results

Line: 5 Col: 14 Sel: 0 Lines: 38 Length: 671 Insert Done parsing in 0.031 seconds

Type here to search



E:\DEVcpp files\24-march\trial 2\Project21.exe

for w1:

enter kg and grams : 5 600

for w2:

enter kg and grams : 7 200

w3.sum_weight(w1,w2) will add weights of w1,w2 and assign it to w3

w3:

12 kilogram and 800 grams

w1.sum_weight(w2).putdata() will add weight of w2 to w1 and display it

12 kilogram and 800 grams

Process exited after 22.76 seconds with return value 0

Press any key to continue . . .



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