Assignment-2

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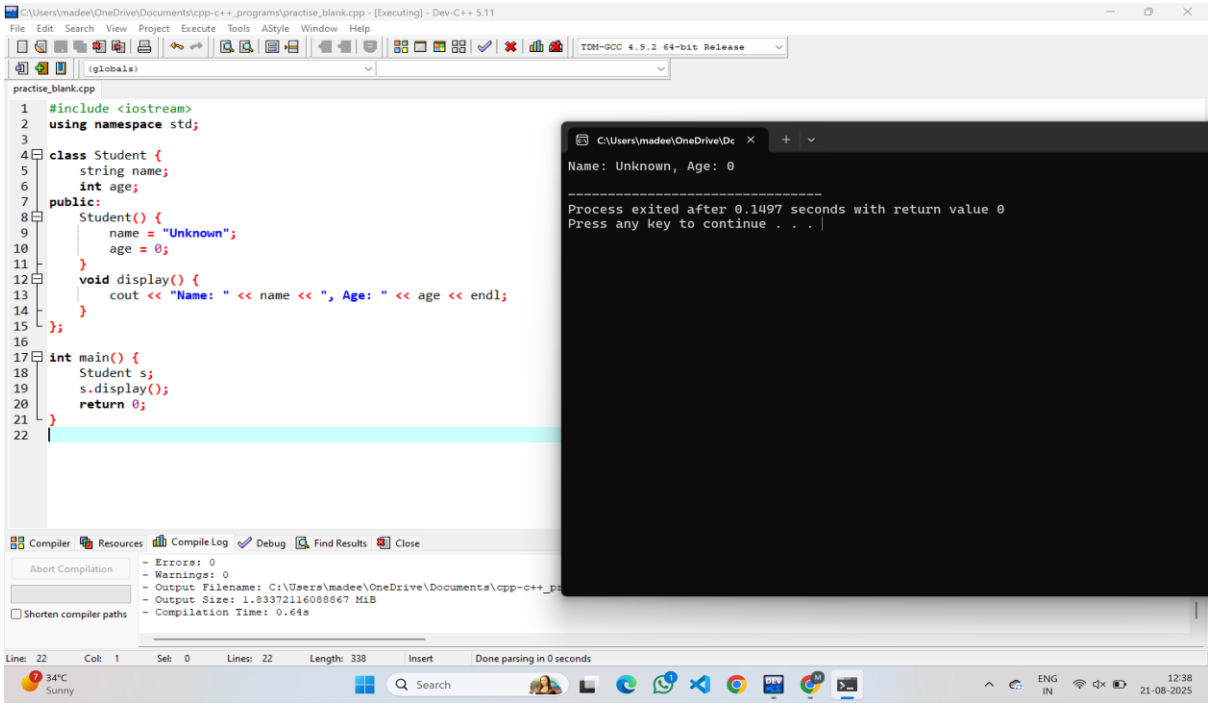
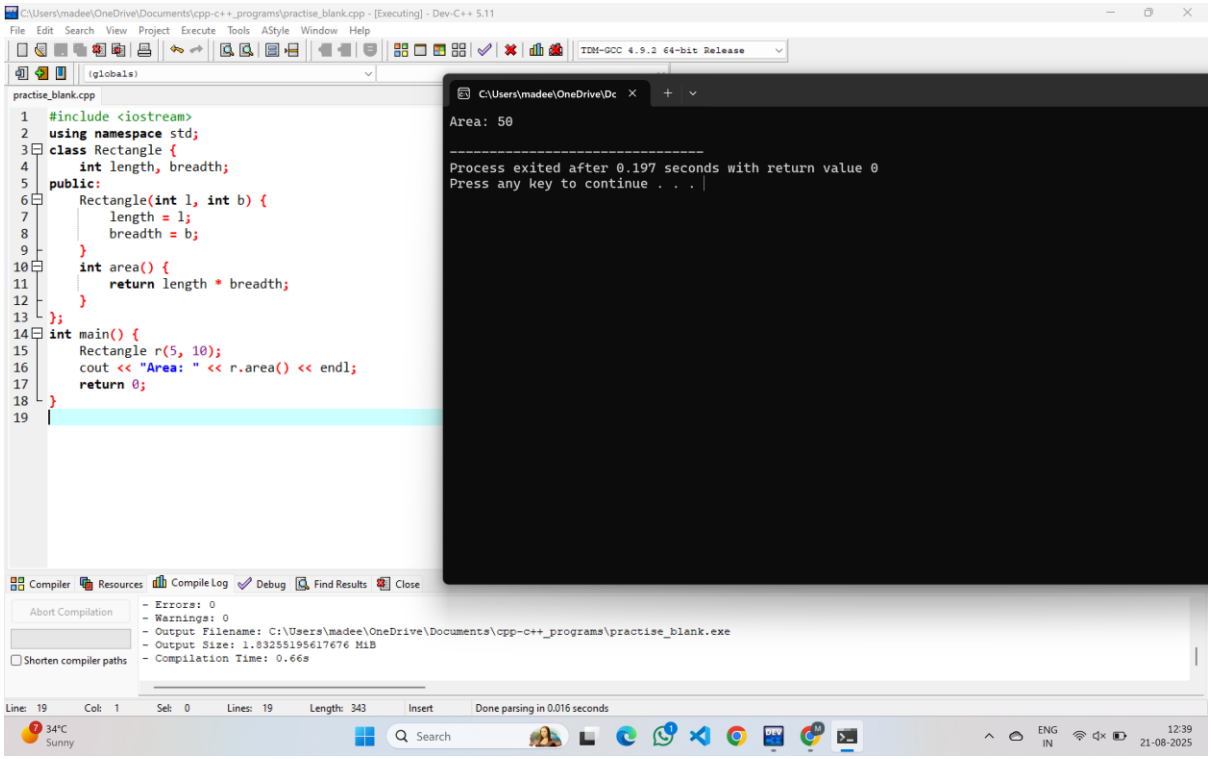
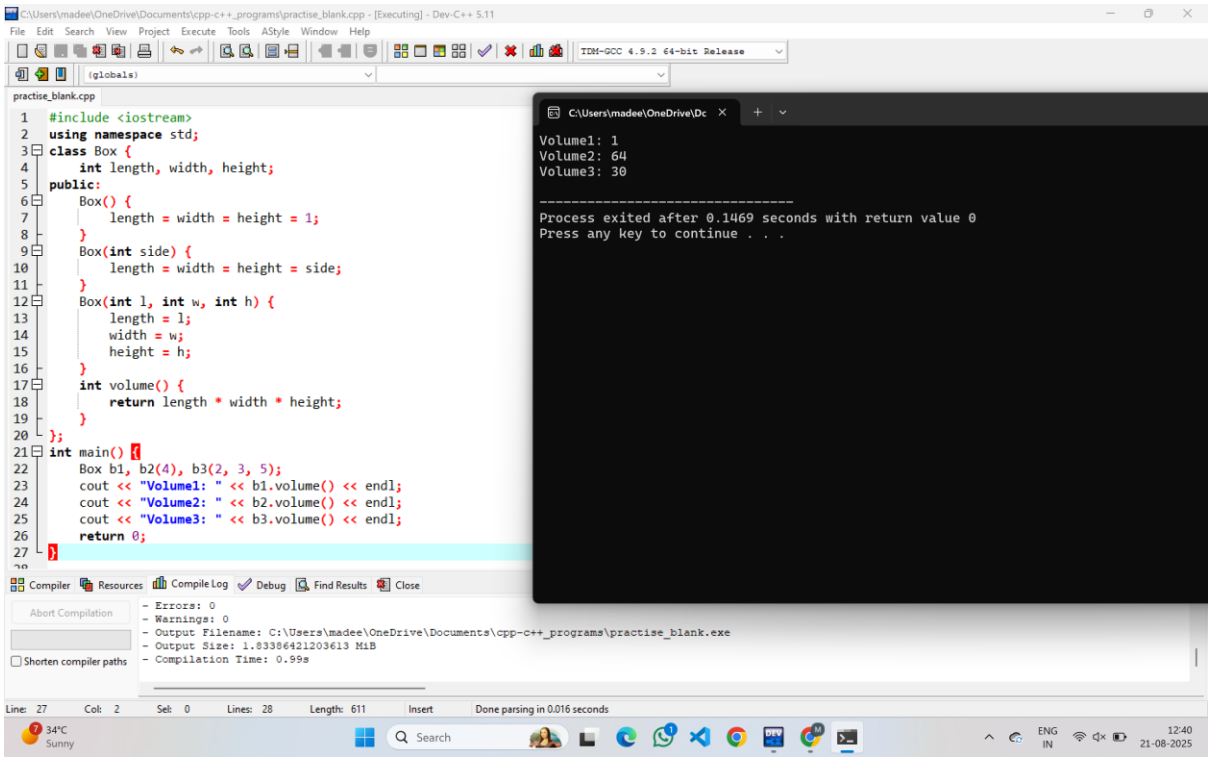
1) Create a class Student with name and age. Use a to set name = "Unknown" and age = 0. Display the values.



2) Write a class Rectangle with length and breadth. Initialize them using a and calculate area.



3) Make a class Box with three constructors:
No arguments (set sides = 1)
One argument (cube)
Three arguments (length, width, height).



```
#include <iostream>
using namespace std;
class Box {
    int length, width, height;
public:
    Box() {
        length = width = height = 1;
    }
    Box(int side) {
        length = width = height = side;
    }
    Box(int l, int w, int h) {
        length = l;
        width = w;
        height = h;
    }
    int volume() {
        return length * width * height;
    }
};
int main() {
    Box b1, b2(4), b3(2, 3, 5);
    cout << "Volume1: " << b1.volume() << endl;
    cout << "Volume2: " << b2.volume() << endl;
    cout << "Volume3: " << b3.volume() << endl;
    return 0;
}
```

```
Volume1: 1
Volume2: 64
Volume3: 30

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Process exited after 0.1469 seconds with return value 0
Press any key to continue . . .
```
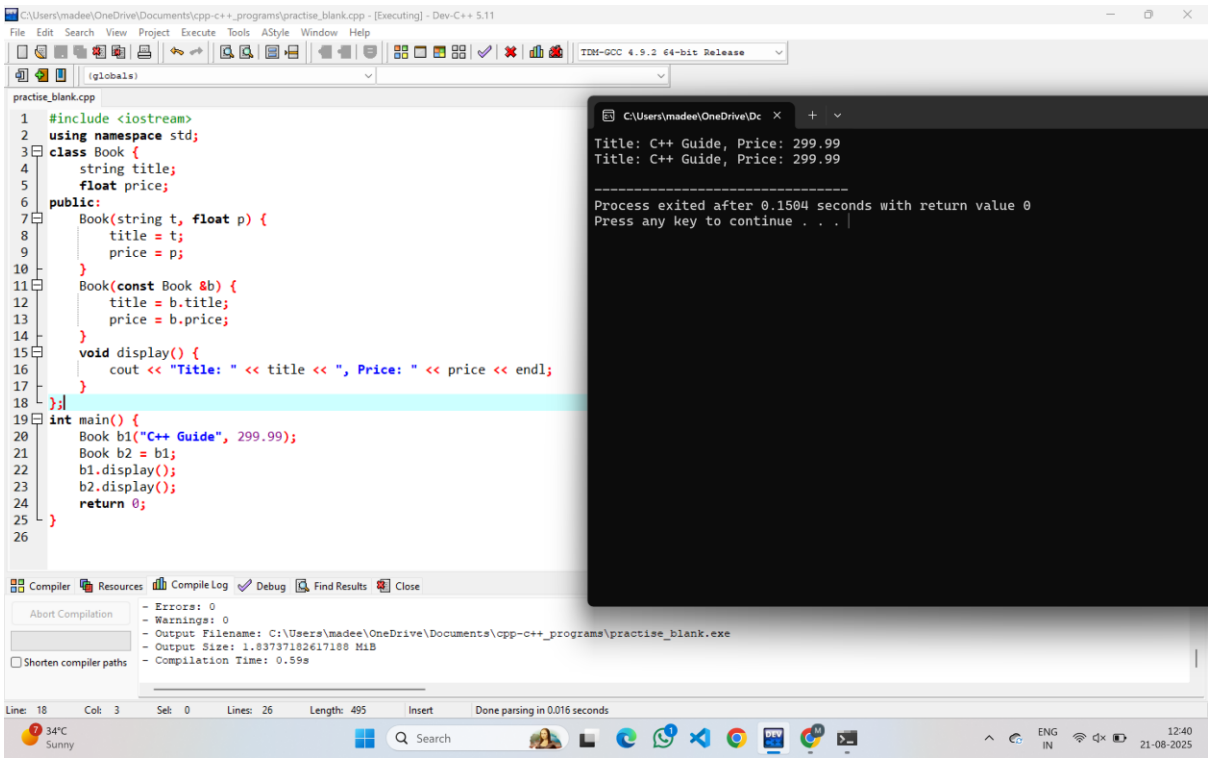

4) Define a class Book with title and price. Use a to copy values from one object to another.



```
#include <iostream>
using namespace std;
class Book {
    string title;
    float price;
public:
    Book(string t, float p) {
        title = t;
        price = p;
    }
    Book(const Book &b) {
        title = b.title;
        price = b.price;
    }
    void display() {
        cout << "Title: " << title << ", Price: " << price << endl;
    }
};
int main() {
    Book b1("C++ Guide", 299.99);
    Book b2 = b1;
    b1.display();
    b2.display();
    return 0;
}
```

```
Title: C++ Guide, Price: 299.99
Title: C++ Guide, Price: 299.99

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Process exited after 0.1504 seconds with return value 0
Press any key to continue . . .
```
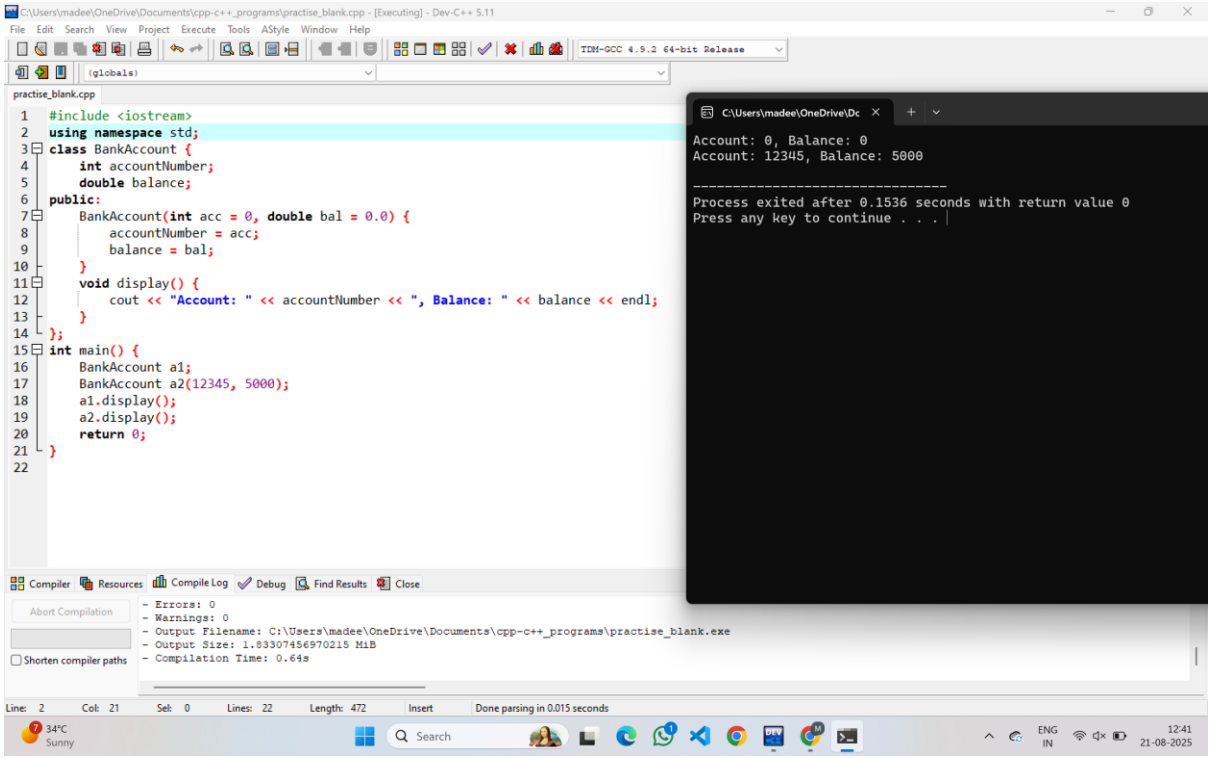
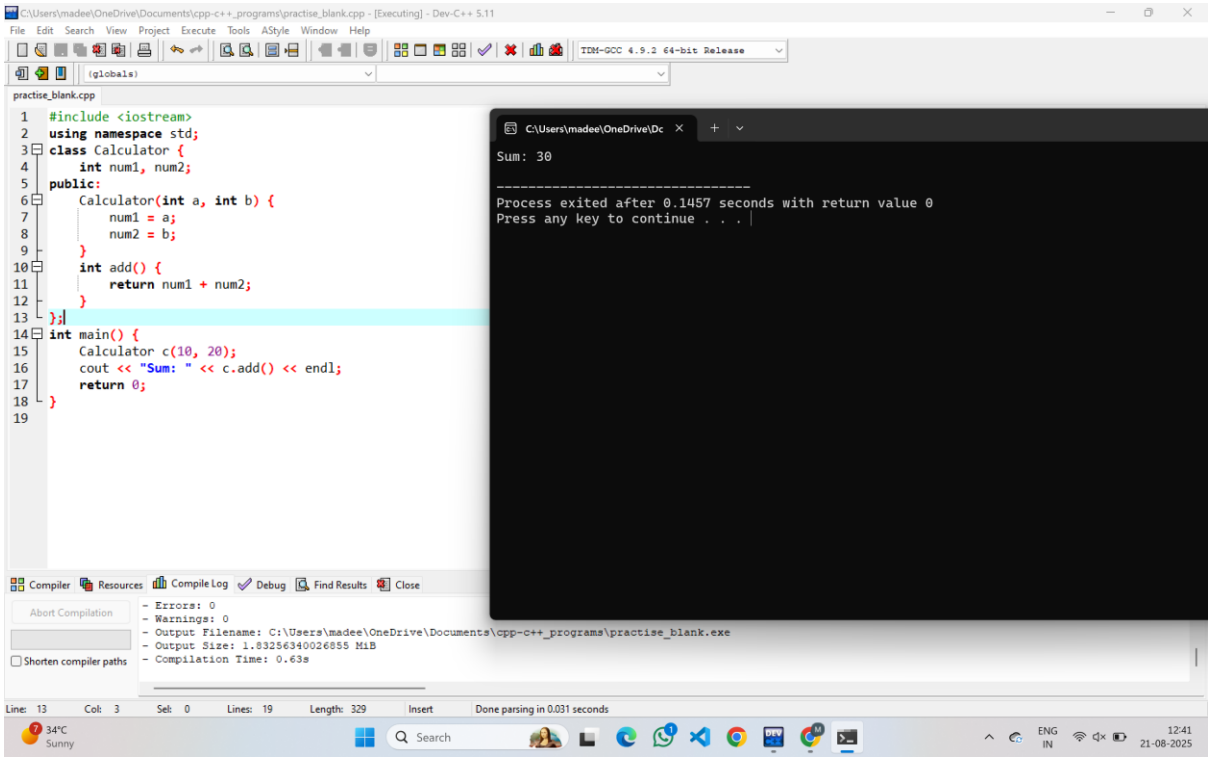
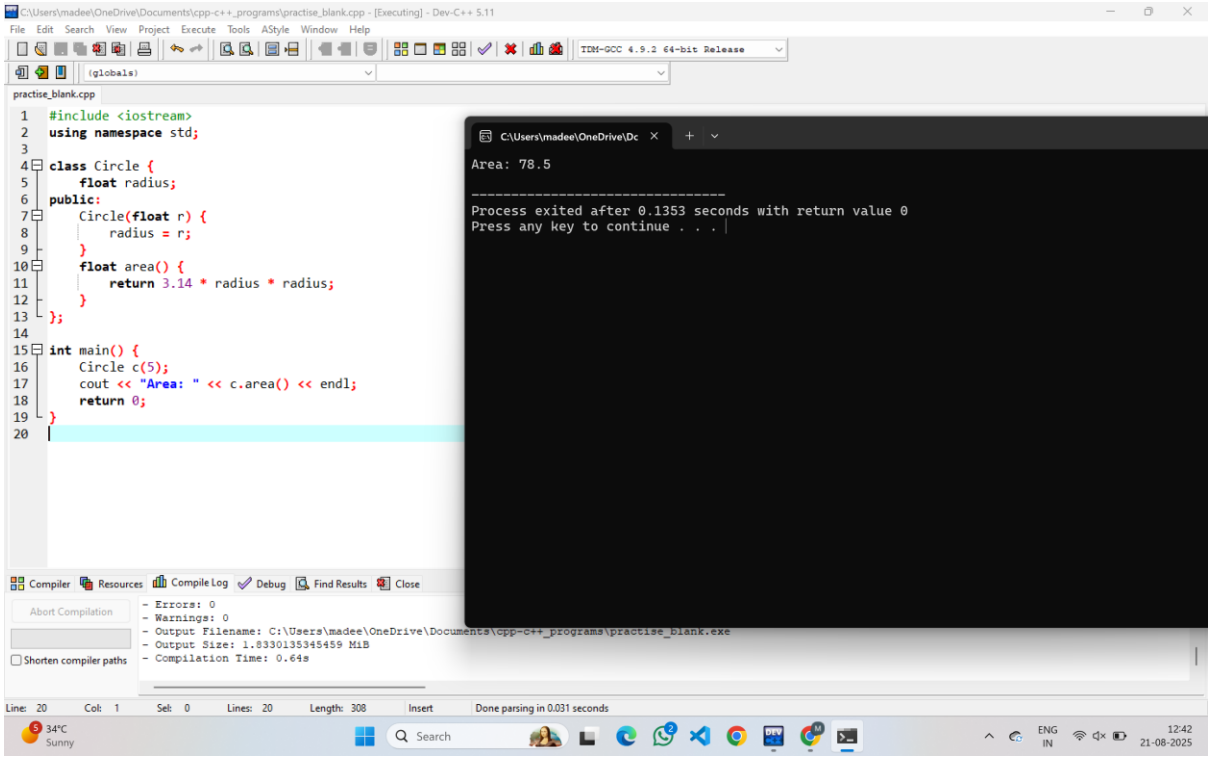

5) Create a class BankAccount with accountNumber and balance. Use a constructor with if not given.



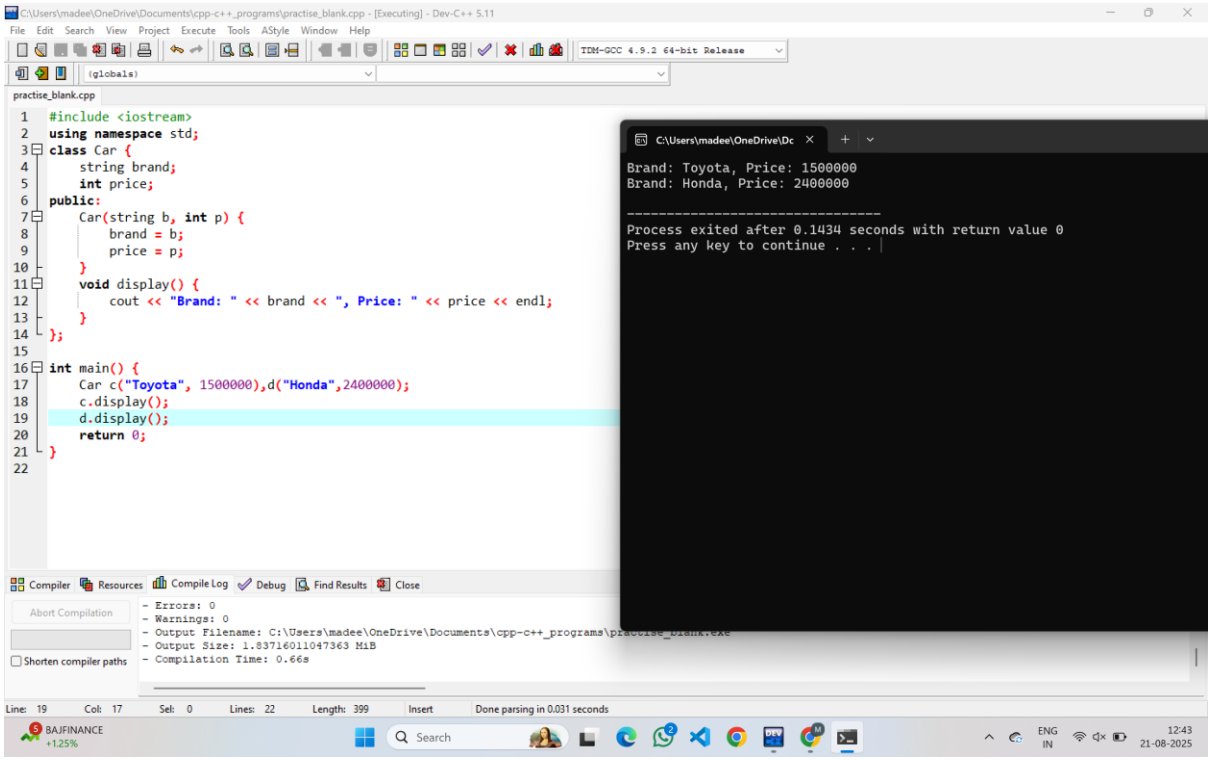
6) Write a class Calculator with two numbers. Initialize them using a constructor. Add a function to calculate



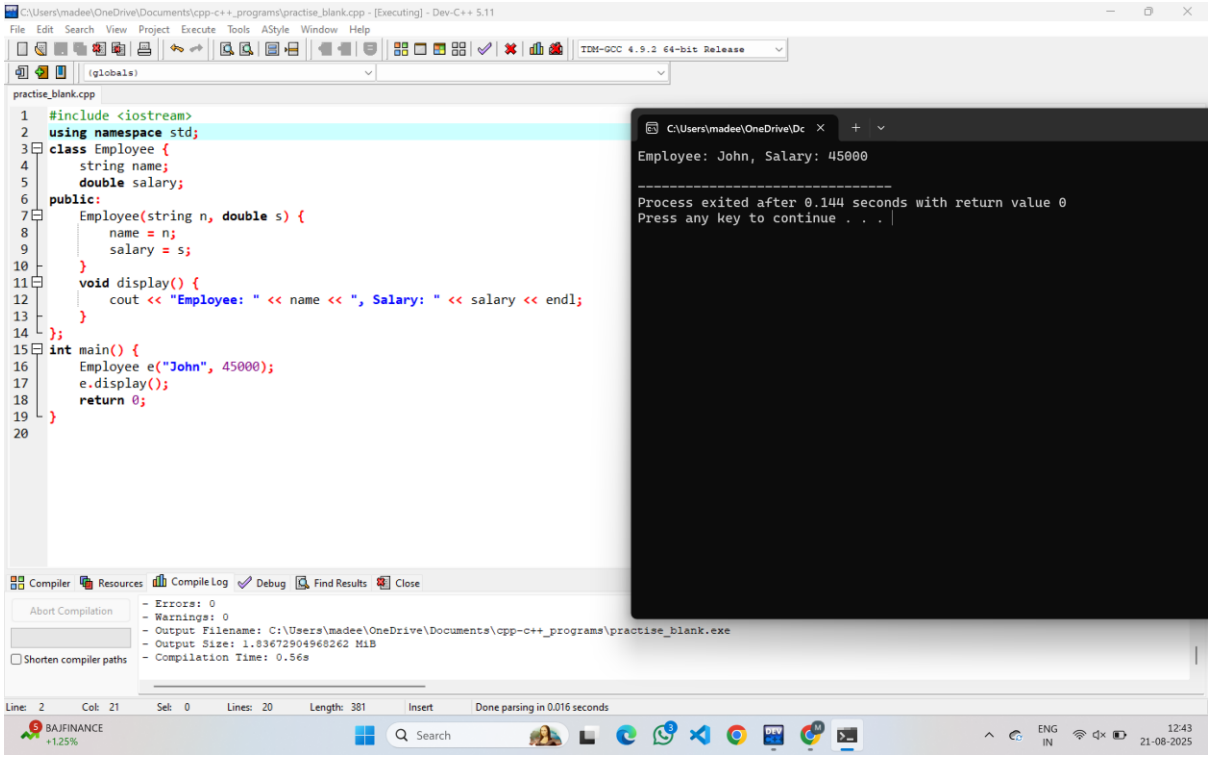
7) create a class Circle with radius. Initialize it in the constructor and calculate the area



8) Create a class Car with attributes brand and price. Use a constructor to initialize them. Display details.



9) Make a class Employee with name and salary. Use a constructor to set values and a function to display salary details.



10) Create a class Student with rollNo and marks. Initialize each student using a constructor in an . Display all.