DSA0136-OBJECT ORIENTED PROGRAMMING WITH C++

1.Write the c++ program to find the volume of the cone using class and object?

Program:

using namespace std;

#include<iostream>

class volume

{

float r,h,v;

public:

void getdata();

void display();

};

void volume::getdata()

{

cout<<"enter the r and h values: ";

cin>>r>>h;

}

void volume::display()

{

cout<<"volume of the cone";

v=(3.14\*r\*r\*h)/3;

cout<<v;

}

int main()

{

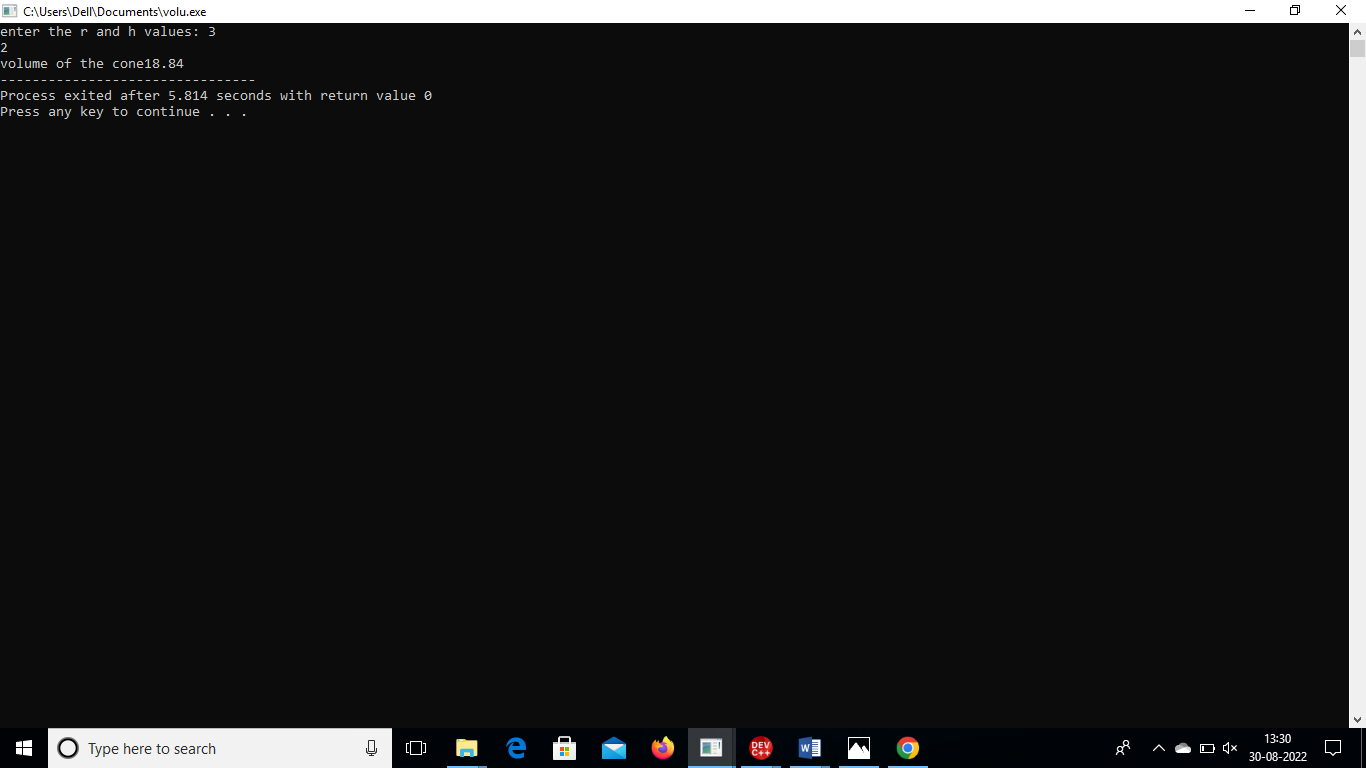
volume z;

z.getdata();

z.display();

}

OUTPUT:



2.Write the c++ program to calculate the simple and compound interest?

Program:

using namespace std;

#include<iostream>

#include<math.h>

class interest

{

double P,R,T;

double A,N,M;

public:

void getdata();

void display();

};

void interest::getdata()

{

cout<<"enter the P,R and T values: ";

cin>>P>>R>>T;

}

void interest::display()

{

cout<<"simple interest";

N=(P\*R\*T)/100;

cout<<N;

cout<<"compound interest";

A=P\*(pow((1+R/100),T));

M=A-P;

cout<<M;

}

int main()

{

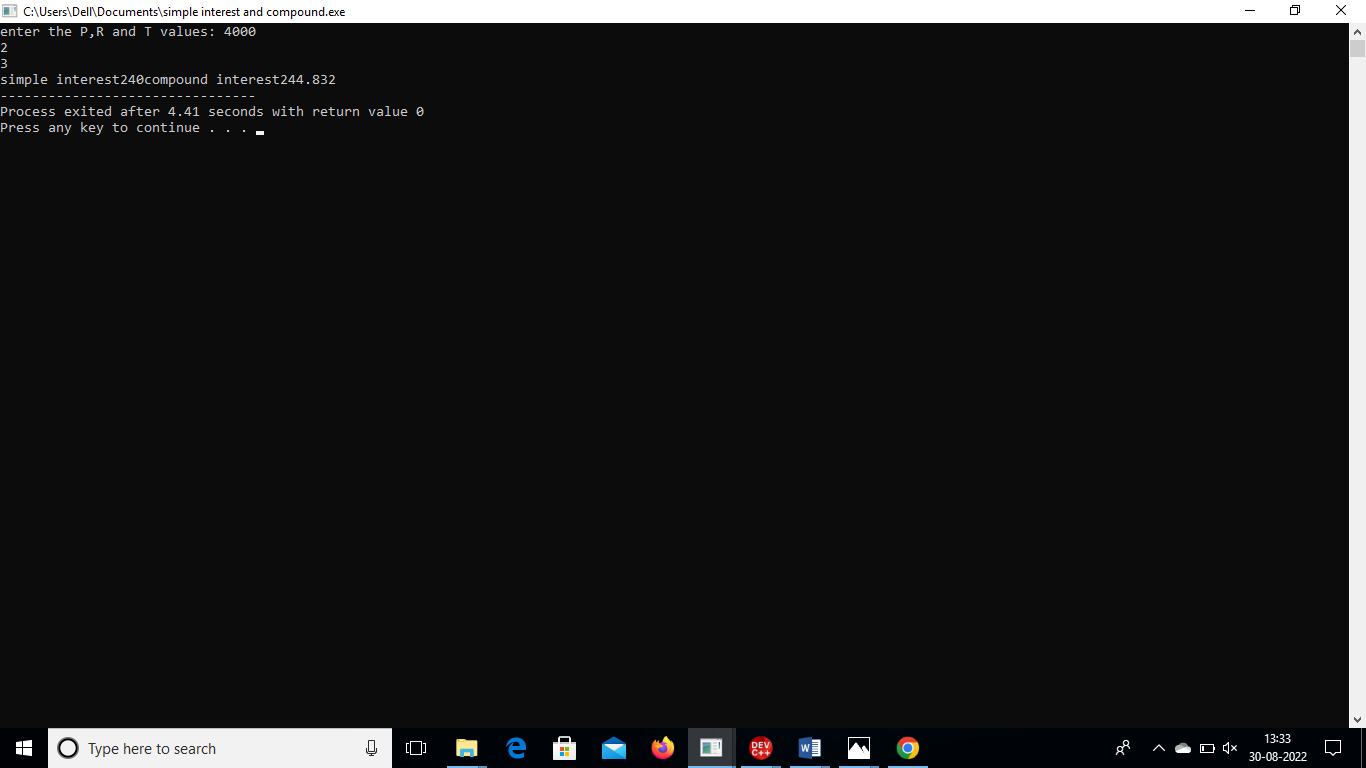
interest K;

K.getdata();

K.display();

}

OUTPUT:



3.Write the c++ program to perform sum of two numbers using object and class?

Program:

using namespace std;

#include<iostream>

class add

{

float a,b,d;

public:

void getdata();

void display();

};

void add::getdata()

{

cout<<"enter the a and b values: ";

cin>>a>>b;

}

void add::display()

{

cout<<"sum of two numbers";

d=a+b;

cout<<d;

}

int main()

{

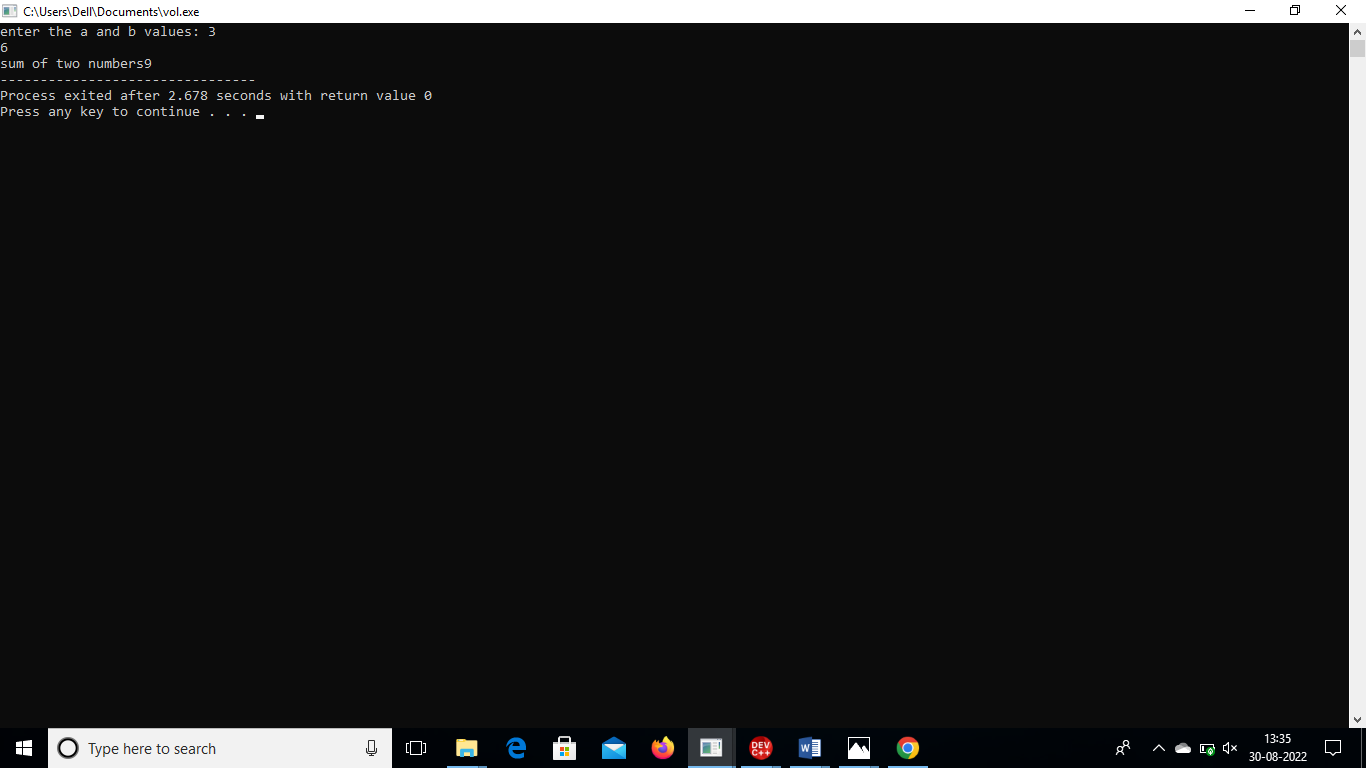
add z;

z.getdata();

z.display();

}

OUTPUT:



4.Write the c++ program to find the greatest number of three numbers using class and object?

Program:

using namespace std;

#include<iostream>

class greatest

{

int a,b,c;

public:

void getdata();

void display();

};

void greatest::getdata()

{

cout<<"enter the a,b and c values: ";

cin>>a>>b>>c;

}

void greatest::display()

{

cout<<"greatest of three numbers is:\n";

if(a>b && a>c)

{

cout<<"a is greatest number";

}

else if(b>a && b>c)

{

cout<<"b is greatest number";

}

else if(c>a && c>b)

{

cout<<"c is greatest number";

}

else

{

cout<<"enter the correct values";

}

}

int main()

{

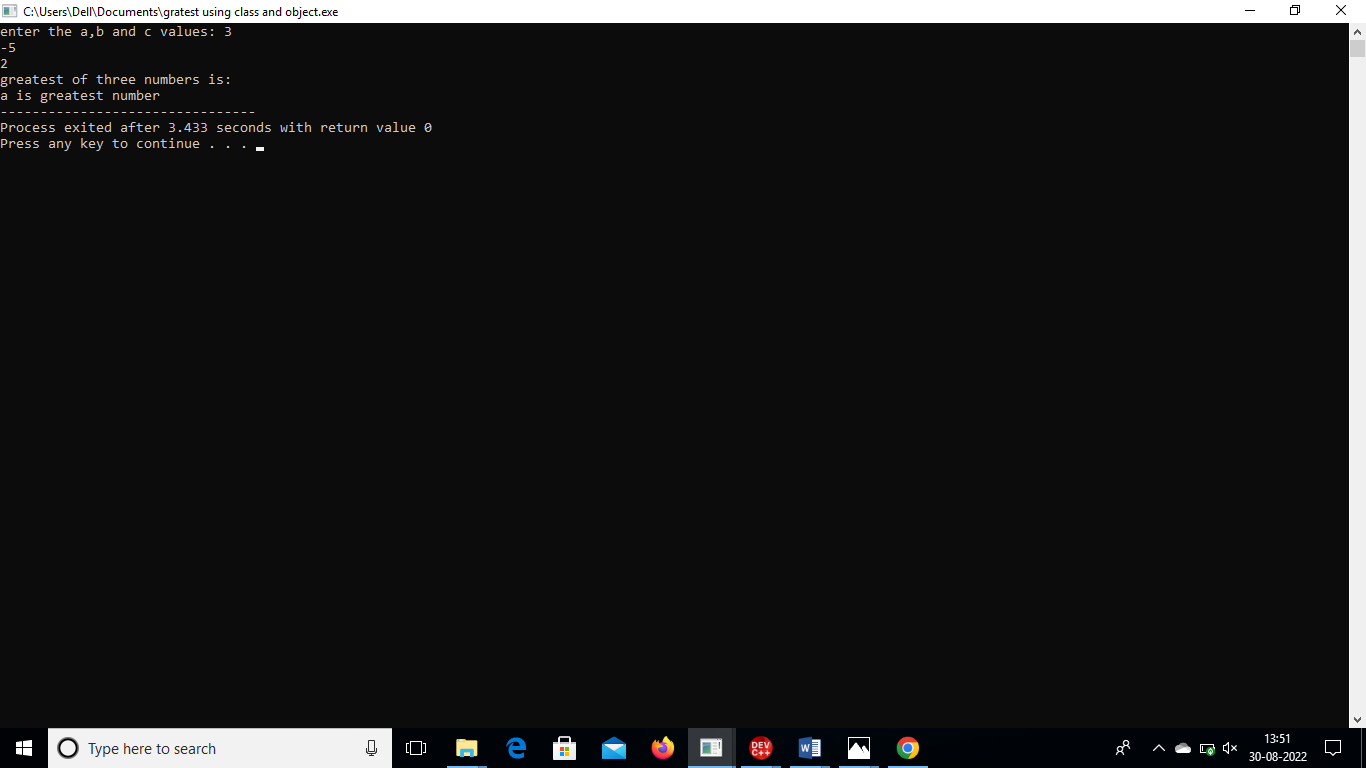
greatest h;

h.getdata();

h.display();

}

OUTPUT:



5.Write a c++ program to calculate the area of rectangle using constructor overloading?

Program:

using namespace std;

#include<iostream>

class rectangle

{

int l,b,x;

public:

rectangle();

rectangle(int,int);

};

rectangle::rectangle()

{

}

rectangle::rectangle(int l,int b)

{

cout<<"area of rectangle";

x=l\*b;

cout<<x;

}

int main()

{

rectangle myarea(10,20);

return 0;

}

OUTPUT:

