Class and object

Question 1.

#include <stdio.h>

#include <iostream>

//normal program 1

*class* computer

{

*public:*

*void* function()

{

std::cout<<"CLASS A";

}

};

*int* main()

{

computer c1;

c1.function();

return 0;

}

Question 2.

#include <stdio.h>

#include <iostream>

//normal program 1

*class* computer

{

*public:*

*void* function()

{

std::cout<<"CLASS computer\n";

}

};

*class* operating

{

*public:*

*void* function()

{

std::cout<<"CLASS operating\n";

}

};

*int* main()

{

computer c1;

operating o1;

o1.function();

c1.function();

return 0;

}

Question 3.

#include <stdio.h>

#include <iostream>

//program 3

*class* computer

{

*public:*

*void* function1()

{

std::cout<<"CLASS computer\n";

}

};

*class* operating:*public* computer

{

*public:*

*void* function2()

{

std::cout<<"CLASS operating\n";

}

};

*int* main()

{

//computer c1;

operating o1;

o1.function1();

o1.function2();

// c1.function();

return 0;

}

Question 4.

#include <stdio.h>

#include <iostream>

//program for amiguous😁

*class* computer

{

*public:*

*void* function()

{

std::cout<<"CLASS computer\n";

}

};

*class* operating//:public computer

{

*public:*

*void* function()

{

std::cout<<"CLASS operating\n";

}

};

*class* ambiguous:*public* computer,*public* operating

{

*public:*

//void function()

// {

// std::cout<<"CLASS computer\n";

// }

};

*int* main()

{

ambiguous a1;

a1.computer::function();

a1.operating::function();

return 0;

}

Question 5.

#include <stdio.h>

#include <iostream>

//program for constructor overloading😁

*class* constructor

{

*public:*

constructor()

{

std::cout<<"It is a default contructor\n ";

}

constructor(*int* *a*)

{

std::cout<<"value in constructor "<<a<<"\n";

}

constructor(*int* *a*,*int* *b*)

{

std::cout<<"value in constructor "<<a+b<<"\n";

}

constructor(*int* *a*,*int* *b*,*int* *c*)

{

std::cout<<"value in constructor "<<a\*b\*c<<"\n";

}

};

*int* main()

{

constructor(2);

constructor(2,2);

constructor(2,2,2);

return 0;

Question 6.

#include <stdio.h>

#include <iostream>

//program for function overloading😁

*void* function()

{

std::cout<<"normal function\n ";

}

*void* function(*int* *a*)

{

std::cout<<"value in function "<<a<<"\n";

}

*void* function (*int* *a*,*int* *b*)

{

std::cout<<"value in function "<<a+b<<"\n";

}

*void* function(*int* *a*,*int* *b*,*int* *c*)

{

std::cout<<"value in function "<<a+b+c<<"\n";

}

*int* main()

{

function();

function(1);

function(1,1);

function(1,1,1);

return 0;

}

Question 7.

#include <stdio.h>

#include <iostream>

//program for destructor😁

*class* A

{

*public:*

A()

{

std::cout<<"it is a constructor\n";

}

~A()

{

std::cout<<"it is a destructor\n";

}

};

*int* main()

{

A();

return 0;

}

Question 8.

#include <stdio.h>

#include <iostream>

//program for countin g the digits😁

*class* A

{

*public:*

*void* function()

{

*int* c=0;

*int* n;

std::cout<<"enter value of n\n";

std::cin>>n;

while(n!=0)

{

c++;

n=n/10;

}

std::cout<<"your number is "<<c<<" digits.\n";

}

};

*int* main()

{

A a1;

a1.function();

return 0;

}

Question 9.

#include <stdio.h>

#include <iostream>

//program for spliting digits😁

*class* A

{

*public:*

*void* function()

{

*int* c;

*int* a=0;

*int* n;

std::cout<<"enter value of n\n";

std::cin>>n;

while(n!=0)

{

a++;

c=n%10;

std::cout<<"this is "<<a<<" digit "<<c<<"\n";

n=n/10;

}

// std::cout<<"your number is "<<c<<" digits.\n";

}

};

*int* main()

{

A a1;

a1.function();

return 0;

}

Question 10.

#include <stdio.h>

#include <iostream>

//program for spliting digits😁

*class* A

{

*public:*

*void* function()

{

*int* s=0;

*int* n,c;

std::cout<<"enter value of n\n";

std::cin>>n;

while(n!=0)

{

c=n%10;

s=s+c;

n=n/10;

}

std::cout<<"your sum is "<<s;

}

};

*int* main()

{

A a1;

a1.function();

return 0;

}