

Practical No: 01

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Class: SY IT

Roll no : 68

Title:

Write a menu driven program Write a menu driven program with class, object and different types of Constructors.

Source Code :

```
//storing data of student using class and object ....
#include<iostream>
using namespace std;
class petdata
{
    private:
        int pet_id;
        string petname;
        float petprice;

    public:
        petdata() //default constructor
        {
            pet_id=1;
            petname ="Dog";
            petprice=100;
        }
        void getdata()
        {
            cout<<"Enter the Id of pet::";
            cin>>pet_id;
            cout<<"Enter the pet name::";
            cin>>petname;
```

```

        cout<<"Enter the Price of pet::";
        cin>>petprice;
    }
    void display()
    {
        cout<<"\n\t-----"
        -----";
        cout<<"\n\t"<<pet_id<<"\t\t\t"<<petname<<"\t\t\t"<<petp
rice<<"\t";
    }
};
int main()
{
    int i,n;
    petdata a[10];
    cout<<"Enter the Number of pets::";
    cin>>n;
    for(i=0;i<n;i++)
    {
        cout<<"\n"<<"Enter the data of "<<i+1<<endl;
        a[i].getdata();
    }
    cout<<"\n\t"<<"PET ID."<<"\t\t"<<"PET NAME\t\t"<<"PET
PRICE\t\n";
    for(i=0;i<n;i++)
    {
        a[i].display();
    }
    return 0;
}

```

Output :

Enter the Number of pets::1

Enter the data of 1

Enter the Id of pet::1

Enter the pet name::dog

Enter the Price of pet::100

PET ID.	PET NAME	PET PRICE
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1	dog	100
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END