problems

1. #include<iostream>

using namespace std;

class a{

public:

int a;

void modify\_a(int x){

a=x;

}

};

int main(){

a a;

a.modify\_a(10);

cout<<a.a<<endl;

return 0;

}

1. #include<iostream>

using namespace std;

class a{

public:

int a,b;

a(int a, int b){

this->a=a;this->b=b;

}

int getsum(){

return (a+b);

}

};

int main(){

a obj1(3,7);

a \*ptr;

ptr=&obj1;

(\*ptr).a=5;

cout<<obj1.getsum()<<endl;

return 0;

}

1. #include<iostream>

using namespace std;

class a{

int a;

public:

a(){

a=5;

}

friend void modify();

};

void main(){

a obj1;

cout<<”private member of class a,”<<obj1.a;

}

int main(){

a obj1;

modify();

return 0;

}

1. #include<iostream>

using namespace std;

class distance{

private:

int meter;

friend int addfive(distance);

public:

distance(){

meter=0;}

};

int addfive(distance d){

d.meter +=5;

return d.meter;

}

int main(){

distance d;

cout<<”distance: “<<addfive(d);

return 0;

}

1. #include<iostream>

using namespace std;

class a{

int a;

friend void modify(a &ob);

public:

a(){

a=5;

}

void get(){

cout<<a<<endl;

}

};

void modify (a &ob){

ob.a+=13;

}

int main(){

a obj;

obj.get();

modify(obj);

obj.get();

return 0;

}

1. #include<iostream>

using namespace std;

class a{

const int a;

int b;

public:

a(int x,int y):a(x){

b=y;

}

void inc() const{

cout<<a<<b<<endl;

}

};

int main(){

a obj(2,4);

obj.inc();

return 0;

}

1. #include<iostream>

using namespace std;

class a{

public:

static int a;

void increment(){

a++;

}

int get(){

return a;

}

};

int a::a=10;

int main(){

a obj1,obj2,obj3;

obj1.increment();

obj2.increment();

obj3.increment();

cout<<obj3.get()<<obj2.get()<<obj1.get()<<endl;

return 0;

}

1. #include<iostream>

using namespace std;

class a{

public:

static int a;

static void increment (){

a++;

}

static int get(){

return a;

}

};

int a::a=10;

int main(){

a obj1,obj2,obj3;

obj1.increment();

obj2.increment();

a::increment();

cout<<obj3.get()<<endl;

return 0;}

9.#include<iostream>

using namespace std;

class a{

public:

static int a;

static void increment(){

a+=3;

}

int get(a obj){

return (a+obj.a);

}

};

int a::a=10;

int main(){

a obj1,obj2;

obj1.increment();

obj2.increment();

cout<<obj2.get(obj1)<<endl;

return 0;

}

10. #include<iostream>

using namespace std;

class a{

public:

static int a;

static void increment(){

a+=3;

}

int get(a obj){

return (a+obj.a);

}

};

int a::a=10;

int main(){

a obj1;

int \*ptr;

ptr =&obj1.a;

\*ptr\*=2;

cout<<obj1.get(obj1)<<endl;

return 0;

}