OOP with C++

Lab work - 11

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Semester - 4th

GitHub - https://github.com/rishabh-live/oop-w-cpp-4-sem/tree/main/Labs

1) When local variable's name is same as member's name

Source Code

```
#include <bits/stdc++.h>
using namespace std;
class myclass {
 int a;
  public:
    myclass(int a) // same local variable
   this -> a = a; // using this pointer assign local to member
  void display(void) {
    cout << "The value of number a is " << a << "\n";</pre>
  }
};
int main() {
 myclass obj(14);
  obj.display();
  return ⊙;
}
```

Output

```
rishabh@DESKTOP-AUG0508U:~/Desktop/cpp/OOP with CPP/Labs/Lab 11$ g++ q1.cpp -o q1 rishabh@DESKTOP-AUG0508U:~/Desktop/cpp/OOP with CPP/Labs/Lab 11$ ./q1
The value of number a is 14 rishabh@DESKTOP-AUG0508U:~/Desktop/cpp/OOP with CPP/Labs/Lab 11$
```

2) To return reference to the calling object

Source Code

```
// return reference to calling object
#include <bits/stdc++.h>
using namespace std;
class myclass {
  int m1, total;
  public:
    void getdata(int a) {
      m1 = a;
    }
  myclass & totalmarks(myclass & o) {
    o.total = this -> m1 + o.m1;
    return (o);
  }
  void display(void) {
    cout << "Total Marks is " << total << "\n";</pre>
  }
};
int main() {
  int a, b;
  cout << "Enter value of marks 1 and 2 resp.: ";</pre>
  cin >> a >> b;
  myclass obj1, obj2, obj3;
  obj1.getdata(a);
  obj2.getdata(b);
  obj3 = obj1.totalmarks(obj2);
  obj3.display();
```

```
return 0;
}
```

Output

```
rishabh@DESKTOP-AUG0508U: ~/Desktop/cpp/OOP with CPP/Labs/Lab 11$ g++ q2.cpp -o q2
rishabh@DESKTOP-AUG0508U: ~/Desktop/cpp/OOP with CPP/Labs/Lab 11$ g++ q2.cpp -o q2
rishabh@DESKTOP-AUG0508U: ~/Desktop/cpp/OOP with CPP/Labs/Lab 11$ ./q2
Enter value of marks 1 and 2 resp.: 40
30
Total Marks is 70
rishabh@DESKTOP-AUG0508U: ~/Desktop/cpp/OOP with CPP/Labs/Lab 11$
```

3) 9.1 of E-Balagurusamy Book, through Run-Time Polymorphism.

Source Code

```
#include <bits/stdc++.h>
using namespace std;
// program : 9.1 Through Run-Time Poly.
// Uisng Virtual Function
class shape {
  protected:
    double d1, d2;
 public:
   void getdata(int a, int b) {
     d1 = a;
     d2 = b;
    }
 virtual double display_area(void) = 0;
};
class triangle: public shape {
  public: double display_area(void) {
    double area;
    area = 0.5 * d1 * d2;
   return (area);
  }
};
class rectangle: public shape {
```

```
public: double display_area(void) {
    double area;
    area = d1 * d2;  // using pure virtual function
    return (area);
};
int main() {
  double len, bre, hei, base;
  cout << "Enter Dimensions for Rectangle\n";</pre>
  cout << "Length Of Rectangle :";</pre>
  cin >> len;
  cout << "Breath Of Rectangle :";</pre>
  cin >> bre;
  cout << "\nEnter Dimensions for triangle\n";</pre>
  cout << "Enter Height :";</pre>
  cin >> hei;
  cout << "Enter Base :";</pre>
  cin >> base;
  shape * s;
  rectangle r1;
  s = & r1;
  s -> getdata(len, bre);
  cout << "\nThe area of rectangle of lenghth " << len << " and breath " <<</pre>
    bre << " is " << s -> display_area() << "\n";
  triangle t1;
  s = \& t1;
  s -> getdata(base, hei);
  cout << "The area of triangle of height " << hei << " and base " << base</pre>
<<
    " is " << s -> display_area() << "\n";
  return 0;
}
```

Output

```
rishabh@DESKTOP-AUG0508U: ~/Desktop/cpp/OOP with CPP/La... Q = - Q  
rishabh@DESKTOP-AUG0508U: ~/Desktop/cpp/OOP with CPP/Labs/Lab 11$, g++ q3.cpp -o q3
rishabh@DESKTOP-AUG0508U: ~/Desktop/cpp/OOP with CPP/Labs/Lab 11$, /q3
Enter Dimensions for Rectangle
Length Of Rectangle :45
Breath Of Rectangle :34

Enter Dimensions for triangle
Enter Height :4
Enter Base :3

The area of rectangle of lenghth 45 and breath 34 is 1530
The area of triangle of height 4 and base 3 is 6
rishabh@DESKTOP-AUG0508U: ~/Desktop/cpp/OOP with CPP/Labs/Lab 11$
```

4) 9.1 of E-Balagurusamy Book, through Compile-Time Polymorphism.

Source Code

```
#include <bits/stdc++.h>
using namespace std;
// program : 9.1 Through Compile-Time Poly.
// Without Using Virtual Function
class shape {
  protected:
    double d1, d2;
  public:
    void getdata(int a, int b) {
      d1 = a;
      d2 = b;
  double display_area(void);
};
class triangle: public shape {
  public: double display_area(void) {
    double area;
    area = 0.5 * d1 * d2;
    return (area);
  }
};
class rectangle: public shape {
  public: double display_area(void) {
    double area;
    area = d1 * d2;
    return (area);
  }
};
int main() {
  double len, bre, hei, base;
  cout << "Enter Dimensions for Rectangle\n";</pre>
  cout << "Length Of Rectangle :";</pre>
  cin >> len;
  cout << "Breath Of Rectangle :";</pre>
  cin >> bre;
  cout << "\nEnter Dimensions for triangle\n";</pre>
  cout << "Enter Height :";</pre>
  cin >> hei;
  cout << "Enter Base :";</pre>
  cin >> base;
  // uisng the class resolution operator
  rectangle r1;
  r1.getdata(len, bre);
  cout << "\nThe area of rectangle of lenghth " << len << " and breath " <<</pre>
    bre << " is " << r1.rectangle::display_area() << "\n";</pre>
  triangle t1;
```

Output

```
rishabh@DESKTOP-AUG0508U:~/Desktop/cpp/OOP with CPP/Labs/Lab 11$ g++ q4.cpp -o q4
rishabh@DESKTOP-AUG0508U:~/Desktop/cpp/00P with CPP/Labs/Lab 11$ g++ q4.cpp -o q4
rishabh@DESKTOP-AUG0508U:~/Desktop/cpp/00P with CPP/Labs/Lab 11$ ./q4
Enter Dimensions for Rectangle
Length Of Rectangle :34
Breath Of Rectangle :45

Enter Dimensions for triangle
Enter Height :34
Enter Base :34

The area of rectangle of lenghth 34 and breath 45 is 1530
The area of triangle of height 34 and base 34 is 578
rishabh@DESKTOP-AUG0508U:~/Desktop/cpp/00P with CPP/Labs/Lab 11$
```