

Q1)

```
replit.com/@RonishStha/Cs360labbbb
labbbb
Run

main.cpp
1 #include <iostream>
2 using std::cout;
3 using std::cin;
4
5 #define MAX 10
6
7 class student {
8 private:
9     char name[30];
10    int courseNum;
11    int total;
12    float perc;
13 public:
14     void getDetails(void); //member function to get student's
15     void putDetails(void); //member function to print student's
16     details
17 };
18 void student::getDetails(void) {
19     cout << "Enter name: ";
20     cin >> name;
21     cout << "Enter course number: ";
22     cin >> courseNum;
23     cout << "Enter total grades out of 500: ";
24     cin >> total;
25     perc = (float)total / 500 * 100;
```

Console

```
Enter total number of students: 3
Enter details of student 1:
Enter name: Kathik
Enter course number: 1201
Enter total grades out of 500: 456
Enter details of student 2:
Enter name: Mahesh
Enter course number: 1202
Enter total grades out of 500: 398
Enter details of student 3:
Enter name: Kiran
Enter course number: 1203
Enter total grades out of 500: 456

Details of student 1:
Student details:
Name:Kathik, Course Number:1201, Total:456, Percentage:91.2%

Details of student 2:
Student details:
Name:Mahesh, Course Number:1202, Total:398, Percentage:79.6%

Details of student 3:
Student details:
Name:Kiran, Course Number:1203, Total:456, Percentage:91.2%
```

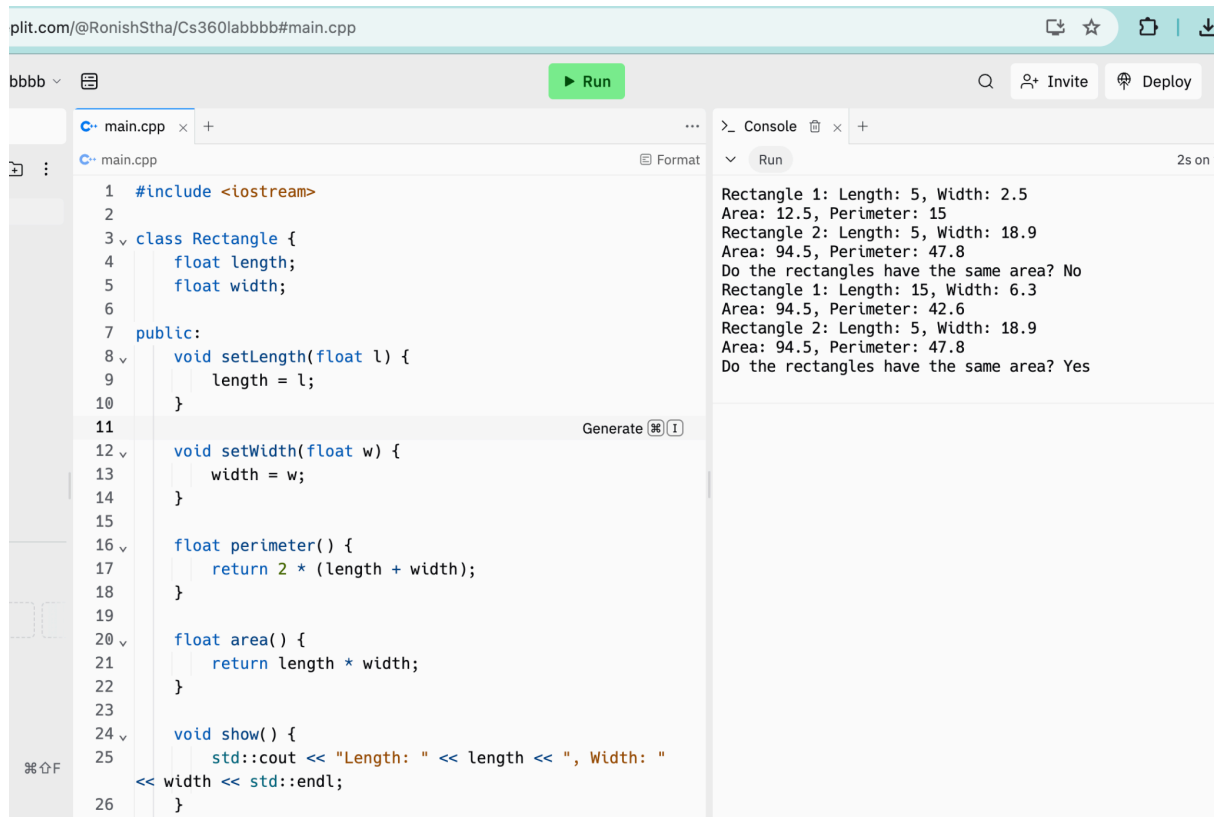
Q2)

```
main.cpp
1 #include<iostream>
2
3 using std::cout;
4 using std::cin;
5 using std::endl;
6
7 class sample {
8 private:
9     int a;
10    char b;
11    float c;
12
13 public:
14 void get_data() {
15     cout << "Enter an integer value: ";
16     cin >> a;
17     cout << "Enter a character: ";
18     cin >> b;
19     cout << "Enter a float value: ";
20     cin >> c;
21 }
22 }
```

Console

```
Enter an integer value: 12
Enter a character: S
Enter a float value: 12.12
Values read from keyboard are
Integer value: 12
character is :S
float value is :12.12
```

Q3)



The screenshot shows a C++ IDE with a file named `main.cpp`. The code defines a `Rectangle` class with methods for setting length and width, calculating perimeter and area, and displaying the information. The console output shows the results of running the program, including the creation of two rectangles and a comparison of their areas.

```
1 #include <iostream>
2
3 class Rectangle {
4     float length;
5     float width;
6
7 public:
8     void setLength(float l) {
9         length = l;
10    }
11
12    void setWidth(float w) {
13        width = w;
14    }
15
16    float perimeter() {
17        return 2 * (length + width);
18    }
19
20    float area() {
21        return length * width;
22    }
23
24    void show() {
25        std::cout << "Length: " << length << ", Width: "
26        << width << std::endl;
27    }
```

Console Output:

```
Rectangle 1: Length: 5, Width: 2.5
Area: 12.5, Perimeter: 15
Rectangle 2: Length: 5, Width: 18.9
Area: 94.5, Perimeter: 47.8
Do the rectangles have the same area? No
Rectangle 1: Length: 15, Width: 6.3
Area: 94.5, Perimeter: 42.6
Rectangle 2: Length: 5, Width: 18.9
Area: 94.5, Perimeter: 47.8
Do the rectangles have the same area? Yes
```

Q4)

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Stop

main.cpp

main.cpp

1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 class MusicIns {
6 private:
7 string stringInstruments[5];
8 string windInstruments[5];
9 string percInstruments[5];
10
11 public:
12 void stringInit() {
13 stringInstruments[0] = "Veena";
14 stringInstruments[1] = "Guitar";
15 stringInstruments[2] = "Sitar";
16 stringInstruments[3] = "Sarod";
17 stringInstruments[4] = "Mandolin";
18 }
19
20 void windInit() {
21 windInstruments[0] = "Flute";
22 windInstruments[1] = "Clarinet";
23 windInstruments[2] = "Saxophone";
24 windInstruments[3] = "Nadaswaram";
25 windInstruments[4] = "Piccolo";
26 }
27
28 void percInit() {

Console

Run

22

Choose the type of instrument to display:
1. String Instruments
2. Wind Instruments
3. Percussion Instruments
4. Exit
Enter your choice (1-4): 1
Veena
Guitar
Sitar
Sarod
Mandolin

Choose the type of instrument to display:
1. String Instruments
2. Wind Instruments
3. Percussion Instruments
4. Exit
Enter your choice (1-4): 2
Flute
Clarinet
Saxophone
Nadaswaram
Piccolo

Choose the type of instrument to display:
1. String Instruments
2. Wind Instruments
3. Percussion Instruments
4. Exit
Enter your choice (1-4): 3
Tabla
Mridangam
Bongos