VIT - Vellore

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BCSE102P_Structured and Object Oriented Programming Lab_VL2024250502365

VIT V_Structured and OOP_Lab 6_COD_Easy_Single inheritance

Attempt : 1 Total Mark : 20 Marks Obtained : 20

Section 1: Coding

1. Problem Statement

Rahul is a skilled sculptor who creates unique cylindrical art pieces. He needs a program to calculate the volume of these sculptures based on their radius and height. Your task is to design and implement this program using object-oriented principles.

Create a base class named Circle with the protected attribute radius representing the radius of a circle. The class should provide a constructor to initialize the radius and a method to retrieve the radius value.

Inherit from the Circle class to create a derived class named Cylinder. The Cylinder class should introduce a private attribute height representing the height of the cylindrical sculpture.

Implement a volume() method inside the Cylinder class to calculate the volume of the cylinder.

Formula: Volume = 3.14 * radius2 * height.

Answer

```
// You are using GCC
#include<iostream>
#include<iomanip>
using namespace std;
class Circle{
  protected:
    double radius;
  public:
    Circle(double r)
       radius = r;
    double getRadius(){
       return radius;
};
class Cylinder: public Circle{
  private:
    double height;
  public:
    Cylinder(double r, double h): Circle(r) {
       height = h;
    double volume(){
       return 3.14 * radius * radius * height;
};
int main(){
  double r,h;
  cin>>r>>h;
Cylinder cyl(r,h);
  cout << fixed << setprecision(2) <<cyl.volume()<<endl;</pre>
```

```
return 0;
```

Status: Correct Marks: 10/10

2. Problem Statement

Arvind is designing a program to calculate electrical power and efficiency, and he needs your help. Create a base class P with voltage and current attributes to compute power. Implement a derived class PE with an efficiency attribute to determine useful and wasted power.

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Write a program to help him accomplish the task.

```
Power = Voltage * Current
Useful Power = Power * Efficiency
Wasted Power = Power * (1.0 - Efficiency)
Answer
// You are using GCC
#include<iostream>
#include<iomanip>
using namespace std;
class P{
  public:
    float volt:
    float current;
    P(float v,float i){
      volt = v:
      current = i;
};
class PE: public P{
  public:
    float efficiency;
```

PE(float v, float i, float n): P(v,i){

```
efficiency = n;
}
float ~
                                                                                  24BA10036
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           return volt * current;
         float useful_power(){
           return volt * current * efficiency;
         float wasted_power(){
           return volt * current * (1 - efficiency);
     };
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     int main(){
      float volt:
       float current;
       float efficiency;
       cin >> volt >> current >> efficiency;
       PE pyp(volt, current, efficiency);
       cout<<"Power: "<< fixed << setprecision(1) << pyp.power() << "W" << endl;
       cout<<"Useful Output Power: " << fixed << setprecision(1) <<
     pyp.useful_power() << "W" <<endl;</pre>
       cout<<"Wasted Power: "<< fixed << setprecision(1) << pyp.wasted_power() <<
     "W" << endl;
       return 0;
 Status : Correct
                                                                          Marks: 10/10
```

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