Sem III 2021-22

Lab Number:	6
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Roll No:	27

Title:

- 1. To perform Multiple Inheritance in C++. Create a student class representing student roll number, name and branch and an exam class (derived class of student) representing the scores of the student in various subjects (maths, physics and chemistry) and sports class representing the score in sports. The sports and exam class isinherited by a result class which adds the exam marks and sports score to generate the final result.
- 2. To perform Hierarchical Inheritance in C++. Create an Employee class with attributes EmpID and EmpSalary. Also create necessary methods/constructors to accept these values from the user. Create classes permenantEmployee and TemporaryEmployee which will be derived classes of Employee. Mention hike attribute in these derived classes and calculate the total salary using generate_salary() method for respective types of employees. Objects of the derived classes should be created and salaries for the permanent and temporary employees should be calculated and displayed on the screen.

Learning Objective:

• Students will be able to perform multiple inheritance using C++.

Learning Outcome:

• Understanding the inheritance concept and reusability of the code.

Course Outcome:

ECL304.2 Comprehend building blocks of OOPs language, inheritance, package and interfa
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Theory:

• Explain in details about inheritance, its types, syntaxes and block diagrams.

Ans:- Inheritance is the process of creating a new Class, called the Derived Class, from the existing class, called the Base Class. The Inheritance has many advantages, the most important of them being the reusability of code. Rather than developing new Objects from scratch, new code can be based on the work of other developers, adding only the new features that are needed. The reuse of existing classes saves time and effort.

Types of inheritance:

• Single Inheritance: When a Derived Class to inherit properties and behaviour from a single Base Class, it is called as single inheritance.

```
Syntax :- class Base
{
    // BODY OF THE BASE CLASS
};
class Derived : acess_specifier Base
{
// BODY OF THE DERIVED CLASS
};
```

Multi Level Inheritance - A derived class is created from another derived class is called Multi Level Inheritance .

```
Syntax :- class A // Base class
{
    // BODY OF CLASS A
};
class B : acess_specifier A // Derived class of A
{
    // BODY OF CLASS B
};
class C : access_specifier B // Derived from derived class B
{
    // BODY OF CLASS C
};
```

Hierarchical Inheritance:- More than one derived classes are created from a single base class, is called Hierarchical Inheritance.

```
Syntax : class A // Base class of B
{
   // BODY OF THE PROGRAM
};
class B : access_specifier A // Derived class of A
{
   // BODY OF THE PROGRAM
};
```

```
class C: access_specifier A // Derived class of A
  // BODY OF THE PROGRAM
};
class D: access_specifier A // Derived class of A
 // BODY OF THE PROGRAM
};
Hybrid Inheritance: - Any combination of above three inheritance (single, hierarchical and multi
level) is called as hybrid inheritance.
Syntax:-
class A
 // BODY OF THE CLASS A
};
class B: public A
  // BODY OF THE CLASS A
};
class C
  // BODY OF THE CLASS A
class D: public B, public C
  // BODY OF THE CLASS A
};
Multiple Inheritance :- Multiple inheritances allows programmers to create classes that combine
aspects of multiple classes and their corresponding hierarchies.
Syntax -
class A // Base class of B
  // BODY OF THE CLASS A
class B // Derived class of A and Base class
  // BODY OF THE CLASS B
class C: acess_specifier A, access_specifier A // Derived class of A and B
  // BODY OF CLASS C
```

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Algorithm	1. Create a parent class student and initialize its data members.	
: 01	2. Create the derived class of student class exam class to take input of marks.	
	3. Create sports class to take input of marks.	
	4. Create the result class to inherit the exam class and sports class publically and to calculate the total.	
	5. Create the main function to call the class functionality and display the results.	
	5. Create the main function to can the class functionality and display the results.	
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Program:	#include <iostream></iostream>	
01	using namespace std;	
	class student{	
	public:	
	int roll_number;	
	string name;	
	string branch;	
	student(){	
	cout<<"Enter roll number"< <endl;< th=""></endl;<>	
	cin>>roll_number;	
	cout<<"Enter name"< <endl;< th=""></endl;<>	
	cin>>name;	
	cout<<"Enter branch"< <endl;< th=""></endl;<>	
	cin>>branch;	
	}	
	};	
	class exam: public student{	
	public:	
	int maths;	
	int physics;	

```
int chemistry;
      exam(){
      cout<<"Enter Physics Marks"<<endl;
      cin>>physics;
      cout<<"Enter chemistry Marks"<<endl;</pre>
      cin>>chemistry;
      cout<<"Enter Maths Marks"<<endl;
      cin>>maths;
 }
};
class sport{
      public:
      int sports;
      sport(){
      cout<<"Enter sports Marks"<<endl;</pre>
      cin>>sports;
 }
};
class result : public exam, public sport {
      public:
              int total;
              result(){
              total = maths + physics + chemistry + sports;
              cout<<total<<endl;
         }
```

```
int main()
{
    result obj;
    return 0;
}

Input
given: 01

ROLL NO - 27
BRANCH -EXTC
PHYSICS MARKS -100
CHEMISTRY MARKS -100
MATHS MARKS - 100
SPORTS MARKS - 100
TOTAL = 400
```

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Output Screenshot: 01

```
Enter roll number
27
Enter name
RAVEENA
Enter branch
EXTC
Enter Physics Marks
100
Enter chemistry Marks
100
Enter Maths Marks
100
Enter sports Marks
100
Enter sports Marks
100
Press any key to continue . . .
```

Algorithm: 02

- 1. Creating the parent class employee and initialize its data members. (Empld ,EmpSalary) and a basic function get details() to print the details.
- 2. Create 2 child class permanent employee and temporary employee that inherit employee class publically.
- 3. In this classes , create generate salary() that return the employee salary + hike in their salary
- 4. In main function, Create the object of derived class and print their respective details.

```
Program: 02
               #include <iostream>
               using namespace std;
               class Employee
               {
                      protected:
                      string EmpID = "";
                      double Empsalary;
                      public:
                             Employee()
                             {
                     cout<<endl<<"Enter the employee id:";
                      cin>>EmpID;
                                    cout<<endl<<"Enter the employee Sal:";
                     cin>>Empsalary;
                             }
                      void getDetails()
                      {
                             cout <<endl<< "EmployeeID is : " << EmpID;</pre>
                             cout <<endl<<"Employee Total Salary is : " << Empsalary;</pre>
                      }
```

```
};
class Permanent_Employee: public Employee
{
       double hike;
       public:
       Permanent_Employee( double increment)
       {
                      hike = increment;
       }
  void getDetails()
       {
              cout <<endl<< "EmployeeID is : " << EmpID;</pre>
              cout <<endl<<"Employee Total Salary is : " << generate_salary();</pre>
       }
       float generate_salary()
       {
              return (Empsalary + hike);
       }
};
class Temporary_Employee: public Employee
{
```

```
double hike;
       public:
       Temporary_Employee( double increment)
       {
                      hike = increment;
       }
  void getDetails()
       {
              cout <<endl<< "EmployeeID is : " << EmpID;</pre>
              cout <<endl<<"Employee Total Salary is : " << generate_salary();</pre>
       }
       float generate_salary()
       {
              return (Empsalary + hike);
       }
};
int main()
{
  cout<<endl<<"For Temporary Employee: "<<endl;</pre>
       Temporary_Employee T(667.6);
  cout << endl << "Details of Temporary_Employee : " << endl;</pre>
```

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	T.getDetails();
	cout< <endl<<"for "<<endl;<="" employee:="" permanent="" th=""></endl<<"for>
	Permanent_Employee P(777.99);
	cout << endl << "Details of Permanent_Employee : " << endl;
	P.getDetails();
	return 0;
	}
Input given:	
02	For temporary employee –
	Employee id – 200
	Employee sal – 5000
	For permanent employee –
	Employee id – 450
	Employee sal – 6000

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```
Output
               C:\Users\Rishab Pitale\Documents\hiearchical.exe
Screenshot:
02
              For Temporary Employee:
              Enter the employee id : 200
              Enter the employee Sal : 5000
              Details of Temporary_Employee :
              EmployeeID is : 200
              Employee Total Salary is : 5667.6
              For Permanent Employee:
              Enter the employee id : 450
              Enter the employee Sal : 6000
              Details of Permanent Employee :
              EmployeeID is : 450
              Employee Total Salary is : 6777.99
              Process exited after 28.37 seconds with return value 0
               Press any key to continue . . .
```