# Assignment_2

**Assignments on basic concepts of OOP like class, constructor, Object passing, recursive function, call by value, call by reference, public, and protected usage.**

1) Write a program to implement a class coordinate with a method to display the values of member variables. Assign the values of the member variable inside the main method. Use new this time.

2) Write a program to define a class student with name, roll, and marks as member variables without any constructor with a method to display values of member variables. Check the output of the program.

3) Write a program to implement a class coordinate with a method to display the values of member variables. Use object reference variable. Compare two coordinates for equality.

4) Write a program to work with literals.

5) Write a program to find out the factorial of a number using recursion.

6) Write a program to show call by reference using member variables of an object.

7) Work with default and public member variables of a class. Set values and display values from main().