

1) ~~Stack~~

Name:- S.V. Sumanth Kumar Reddy

1) Stack

2) Compile error in line "Derived * dp = new base;"

3) Inaccessible

4)

5)

Short Answer Questions:-

1) C++ Supports dynamic allocation and deallocation using the new and delete operators. The operators allocate memory for objects from a pool called the free store. The new operator calls the special function operator new and the delete operator calls the special function operator delete.

```
#include <iostream>
```

```
using namespace std;
```

```
class Student {
```

```
    int age;
```

```
public:
```

```
    Student() : age(12) {}
```

```
    void get age() {
```

```
        cout << "Age = " << age << endl; }  
};
```

```
int main() {
```

```
    Student * ptr = new Student();
```

```
    ptr->get age();
```


delete ptr;

return 0;

}

Output:

Age = 12

2) The Constructor which creates an object by copying variables from another object is called as copy constructor. The purpose of copy constructor is to initialize a new instance to the value of existing instance.

Different type of Constructors:-

- Default Constructor
- Parameterized Constructor.
- Copy constructor.

3) Diff b/w Procedural oriented programming and object oriented programming.

Procedural oriented
Programming

object oriented Program

1) Procedural Programming follows top down approach

1) Obj. oriented Program follows Bottom up approach

2) This is no access specifier in Procedural Programming

2) Obj. oriented programming have access specifier like Private, Public, Protected etc...

3) Adding new data and function is easy

3) Adding new data and func is easy.

- 1) Procedural program based on unreal world 2) Obj. oriented program based on real world.

Ex:- C, Pascal, Basic, etc

Ex:- C++, Java, Python.

Long Answer Questions:-

A) Explain the types of Polymorphism. Polymorphism is constructed as one of the important features of obj oriented programming in C++ polymorphism is mainly divided into two types

- i) Compile time polymorphism
- ii) Run time polymorphism.

Code for polymorphism:-

```
Class Animal {  
Public:
```

```
void animal sound() {
```

```
cout << "The animal makes sound. \n";  
}
```

```
Class Pig : public Animal {  
Public:
```

```
void animal sound() {
```

```
cout << "The pig says: wee wee \n";  
};
```

```
Class Dog : public Animal {  
Public:
```

```
void animal sound() {
```

```
cout << "The dog says Bow wow \n";  
}
```


}

};

B) #include <stdio.h>

void swap (int A[], int i, int j) {

int temp = A[i];

A[i] = A[j];

A[j] = temp; }

int threeWayPartition (int A[], int end) {

int start = 0, mid = 0;

int pivot = 1;

while (mid <= end) {

if (A[mid] < pivot)

{

swap(A, start, mid);

++start, ++mid;

}

else if (A[mid] > pivot)

{

swap(A, mid, end);

---end;

}

else {

++mid;

}

}

}

}


```

int main ( )
{
    int A[] = {1, 1, 2, 2, 0, 0, 2, 1, 2};
    int n = size of (A) / size of (A[0]);
    int n = three way Partition (A, n-1);
    for (int i = 0; i < n; i++) {
        printf ("%d", A[i]);
    }
    return 0;
}

```

```

1) #include <iostream>
#include <string>
using namespace std;
char name[20], address[40];
double number;
int age;
public;
int Soler;
void input ( )
{
    cout << endl;
    cout << "Name: " << endl;
    cin.getline (name, 20);
    cout << "Age: " << endl;
    cin >> Age;
    cout << "Phone number: " << endl;
    cin >> Age number;
}

```



```

    cout << "Address: " << endl;
    cin.getline (address, 40);
    cout << "Salary: " << endl;
    cin >> salary;
}

void display c)
{
    cout << endl;
    cout << "Name: " << name << endl;
    cout << "Age: " << age << endl;
    cout << "Phone number: " << number << endl;
    cout << "Address: " << address << endl;
    cout << "Salary: " << salary << endl;
}

};

class employee: public member {
    char specialization[20], department[20];
public:
    void input c)
    {
        cout << "\n Enter employee details in ";
        member::display c);
        cout << "Specialization: " << specialization << endl;
        cout << "Department: " << department << endl;
    }
    void print salary c) {
        cout << "In salary of member is: " << salary << endl;
    }
}

```


}

};

Class manager : public member {

char specialization[20], department[20];

public :

void input ()

{

cout << "Enter manager details : " << endl;

member::input = 1;

cout << "specialization : " << endl;

Cin.getline (specialization, 20);

cout << "Department : " << endl;

Cin.getline (department, 20);

void display ()

{

cout << "It display manager details : " << endl;

member::display ();

cout << "specialization : " << specialization << endl;

cout << "Department : " << department << endl;

}

void display ()

{

cout << "It display manager details : " << endl;

member::display ();

cout << "specialization : " << specialization << endl;

cout << "Department : " << department << endl;

void PrintSalary()

{

cout << "The salary of the number is : " << salary << endl;

}

}

int main()

{

Employee e;

Manager m;

e.input();

m.input();

e.display();

e.PrintSalary();

m.display();

m.PrintSalary();

}