

1. WAP to create a class "Student" and make a student data with following function.
getRollNo ()- takes one argument Roll no.
getName() – takes one argument Student Name.
getPhoneNo() –takes one argument Phone No(save in long)
getSection()-takes one argument Section
displayStudent()-Print all Student data of current student object.
2. WAP to create a class and some member function with any name and create object of same and access the member function with arrow operator (->).
3. WAP to create a class "Matrix" with following function.
insertValue() - use this function for inserting the value.
searchElement () - take one argument and use this function for searching the given element and print index if not found print not found.
addAllElements() - takes no arguments use this function for adding all element and print addition.
4. WAP to make a class name Sum with following function.

-Make two member variable with name No1 and No2 insert value with direct assignment method with help of object.
-printSum()-take no argument and print sum.
-printAvg() -takes no argument and print Avg
5. WAP to make a class and a function with any name and count how many time that function is called by same object.
6. WAP to design a library management system using atleast 1 class. The management system has 4 features:
 1. Withdraw a book (Do not delete the book from system. Just mark the status variable of the book as unavailable)
 2. Add a book (Unique ID, Name of book, Name of author, Status: Available or Unavailable, Genre, Price, Number of pages)
 3. Search a book in system (input can be one of UID, book title or author title)
 4. Exit the system