

## Programming Paradigms Lab Assignment (CS453)

### Assignment Sheet 3 : C++ Class and Object concepts

**Time : Two weeks**

Develop the below programs with C++ Class and Object concepts mentioned below wherever applicable.

- Any C++ concepts as mentioned in Assignment Sheet 2
- Access Specifier
- Constant data member
- Default Constructor
- Overloaded Constructor
- Copy Constructor
- 'this' pointer
- Assignment(=) operator
- Static member/member function
- Operator overloading : addition(+) operator

#### Problems

1. Write a program to take input of N number of students information such as Name, Age, Department and Year. The student information should be stored in array of `Student` Class. Print those information in the console. Develop member functions of `Student` Class such as `ReadStudentData(...)`, `PrintStudentData(...)` for this purpose.
2. Develop a program of finite(limited) stack where elements to be stored is integer.
  - Create a Stack class named `MyStack` with required data members and member functions. Note that each stack can have different maximum size based on initialization.
  - Develop the below stack routines as member function of the class
    - `Push(...)` : Push element(s) into a particular stack
    - `Pop(...)` : Pop an element from the stack
    - `MaxSize(...)` : Should notify the maximum number of elements the stack can store
    - `CurrentSize(...)` : Should notify the current number of elements in the

stack

- `IsEmpty(...)` : Should notify if the stack is empty
- `Display(...)` : Should display the current snapshot of the stack content
- Demonstrate the basic stack functionality using above routines
- Demonstrate that multiple stack can be instantiated and can co-exists independently
- Demonstrate that a new stack can be created from an existing class using “copy constructor” and “= operator”.

**Once problem 1 and 2 are completed, then attempt problem 3.**

3. Modify the Problem 2 with below support -

- Provide a mechanism to maintain the count of stacks created
- Provide a mechanism to update a stack by adding two existing stacks using “+ operator”.

Example code :

```
MyStack aStackA, aStackB, aStackC;
```

```
...
```

```
aStackC = aStackA + aStackB;
```

- Provide a mechanism to restrict that maximum N stacks can be created