### *00P LAB TASK # 11*

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### Task:

## Question no. 1: Inputted Code:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace Lab_Task
    class Program
        static void Main(string[] args)
            Console.WriteLine("OOP LAB TASK 11:");
            Console.WriteLine("Question no. 1:");
            Human function = new Human();
            function.Total_Distance(10, 12);
            Console.ReadKey();
        }
    }
    class Human
        public void Total_Distance(int Walk, int Run)
            for (int i = 0; i <= Walk; i++)</pre>
                Console.WriteLine("\nRunning at a speed of " + Run + " km/h.\n Walking..
Steps covered: " + i +
                    "\n Distance covered: " + Walk + "\n");
        }
    }
}
```

```
## Columning of a speed of 12 km/h.

Making, Steps covered: 10

Olistance covered: 10

Naming at a speed of 12 km/h.

Making: Steps covered: 4

Olistance covered: 10

Naming at a speed of 12 km/h.

Making: Steps covered: 4

Olistance covered: 10

Naming at a speed of 12 km/h.

Making: Steps covered: 6

Olistance covered: 10

Naming at a speed of 12 km/h.

Making: Steps covered: 6

Olistance covered: 10

Naming at a speed of 12 km/h.

Making: Steps covered: 6

Olistance covered: 10

Naming at a speed of 12 km/h.

Making: Steps covered: 6

Olistance covered: 10

Naming at a speed of 12 km/h.

Making: Steps covered: 6

Olistance covered: 10

Naming at a speed of 12 km/h.

Making: Steps covered: 6

Olistance covered: 10

Naming at a speed of 12 km/h.

Making: Steps covered: 6

Olistance covered: 10

Naming at a speed of 12 km/h.

Making: Steps covered: 8

Olistance covered: 10

Naming at a speed of 12 km/h.

Making: Steps covered: 8

Olistance covered: 10

Naming at a speed of 12 km/h.

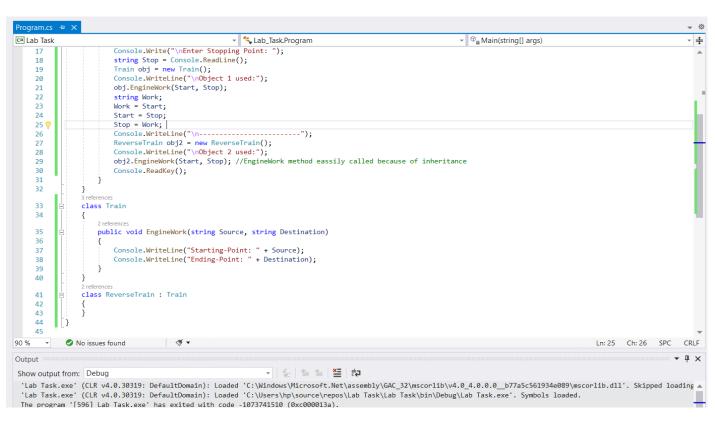
Making: Steps covered: 9

Olistance covered: 10
```

## Question no. 2: Inputted Code:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace Lab_Task
{
    class Program
        static void Main(string[] args)
            Console.WriteLine("OOP LAB TASK 11:");
            Console.WriteLine("Question no. 2:");
            Console.Write("Enter Starting Point: ");
            string Start = Console.ReadLine();
            Console.Write("\nEnter Stopping Point: ");
            string Stop = Console.ReadLine();
            Train obj = new Train();
            Console.WriteLine("\nObject 1 used:");
            obj.EngineWork(Start, Stop);
            string Work;
            Work = Start;
            Start = Stop;
            Stop = Work;
            Console.WriteLine("\n----");
            ReverseTrain obj2 = new ReverseTrain();
            Console.WriteLine("\nObject 2 used:");
            obj2.EngineWork(Start, Stop); //EngineWork method eassily called because of
inheritance
            Console.ReadKey();
    }
   class Train
        public void EngineWork(string Source, string Destination)
            Console.WriteLine("Starting-Point: " + Source);
            Console.WriteLine("Ending-Point: " + Destination);
   class ReverseTrain : Train
    {
    }
}
```

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c# Lab Task
                                                      Lab Task.Program
                                                                                                               → ♥ Main(string[] args)
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                     static void Main(string[] args)
     12
                        Console.WriteLine("OOP LAB TASK 11:");
     13
                        Console.WriteLine("Question no. 2:");
     14
     15
                        Console.Write("Enter Starting Point: ");
                         string Start = Console.ReadLine();
     16
                         Console Write("\nEnter Stopping Point: ");
     17
     18
                         string Stop = Console.ReadLine();
                         Train obj = new Train();
     19
                         Console.WriteLine("\nObject 1 used:");
     20
     21
                         obj.EngineWork(Start, Stop);
     22
                         string Work;
     23
                         Work = Start;
     24
                         Start = Stop;
     25 9
                         Stop = Work;
                         Console.WriteLine("\n-----");
     26
     27
                         ReverseTrain obj2 = new ReverseTrain();
     28
                         Console.WriteLine("\nObject 2 used:");
     29
                         obj2.EngineWork(Start, Stop); //EngineWork method eassily called because of inheritance
     30
                         Console.ReadKey();
     31
                    }
     32
     33
                 class Train
     34
     35
                     public void EngineWork(string Source, string Destination)
     36
                        Console.WriteLine("Starting-Point: " + Source);
Console.WriteLine("Ending-Point: " + Destination);
     37
     38
     39
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90 %
            No issues found
Output
                                                               Show output from: Debug
 'Lab Task.exe' (CLR v4.0.30319: DefaultDomain): Loaded 'C:\Windows\Microsoft.Net\assembly\GAC_32\mscorlib\v4.0_4.0.0.0_b77a5c561934e089\mscorlib.dll'. Skipped loading
  'Lab Task.exe' (CLR v4.0.30319: DefaultDomain): Loaded 'C:\Users\hp\source\repos\Lab Task\Lab Task\bin\Debug\Lab Task.exe'. Symbols loaded.
 The program '[596] Lab Task.exe' has exited with code -1073741510 (0xc000013a).
```



```
■ C\Users\pp\source\repos\Lab Task\Lab Task\Lab
```

# Question no. 3: Inputted Code:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace Lab_Task
    class Program
    {
       static void Main(string[] args)
           Console.WriteLine("OOP LAB TASK 11:");
           Console.WriteLine("Question no. 3:");
           Console.Write("Enter Starting Point: ");
           string Start = Console.ReadLine();
           Console.Write("\nEnter Stopping Point: ");
           string Stop = Console.ReadLine();
           Train obj = new Train();
           Console.WriteLine("\nObject 1 used:");
           obj.EngineWork(Start, Stop);
           Console.WriteLine("\n----");
           ReverseTrain obj2 = new ReverseTrain();
```

```
Console.Write("\nEnter journey Time: ");
              int JT = int.Parse(Console.ReadLine());
              Console.WriteLine("\nObject 2 used:");
              obj2.EngineWork(Start, Stop, JT); //EngineWork method eassily called because
of inheritance
              Console.ReadKey();
    }
    class Train
         public string Start;
         public string End;
         public void EngineWork(string Source, string Destination)
              this.Start = Source;
              this.End = Destination;
              Console.WriteLine("Starting Point: " + Start);
              Console.WriteLine("Ending Point: " + End);
         }
    class ReverseTrain : Train
         public void EngineWork(string Source, string Destination, int JourneyTime)
              // base.EngineWork(Source, Destination);
              this.Start = Source;
              this.End = Destination;
              Console.WriteLine("Starting Point: "+ Start);
              Console.WriteLine("Ending Point: "+ End);
              Console.WriteLine("Total Journey Time: " + JourneyTime + " hrs");
     }
}
C# Lab Task
                                                - \square Lab_Task.Program

→ □ □ Main(string[] args)

    12
                    Console.WriteLine("OOP LAB TASK 11:");
    13
                    Console.WriteLine("Question no. 3:");
    14
    15
                    Console.Write("Enter Starting Point: ");
    16
                     string Start = Console.ReadLine();
    17
                    Console.Write("\nEnter Stopping Point: ");
                    string Stop = Console.ReadLine();
    18
    19
                     Train obj = new Train();
                    Console.WriteLine("\nObject 1 used:");
    20
    21
                    obj.EngineWork(Start, Stop);
    22
                    Console.WriteLine("\n-----
    23
                     ReverseTrain obj2 = new ReverseTrain();
    24
                    Console.Write("\nEnter journey Time: ");
    25
                    int JT = int.Parse(Console.ReadLine());
                    Console.WriteLine("\nObject 2 used:");
    26
    27
                    obj2.EngineWork(Start, Stop, JT); //EngineWork method eassily called because of inheritance
    28
                    Console.ReadKey();
     29
    30
    31
              class Train
    32
                 public string Start;
    33
    34
                 public string End;
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C# Lab Task

    Lab_Task.Program

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                   3 references
     31
                   class Train
     32
     33
                       public string Start;
     34
                       public string End;
                       1 reference
     35
                       public void EngineWork(string Source, string Destination)
     36
     37
                             this.Start = Source;
     38
                            this.End = Destination;
     39
                            Console.WriteLine("Starting Point: " + Start);
                            Console.WriteLine("Ending Point: " + End);
     40
     41
     42
                   2 references
                   class ReverseTrain : Train
     43
     44
                       public void EngineWork(string Source, string Destination, int JourneyTime)
     45
     46
                            // base.EngineWork(Source, Destination);
     47
     48
                            this.Start = Source;
                            this.End = Destination;
     49
                            Console.WriteLine("Starting Point: "+ Start);
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 c# Lab Task

    Lab_Task.Program

▼ □ Main(string[] args)

                      public void EngineWork(string Source, string Destination)
      36
      37
                          this.Start = Source;
                          this.End = Destination;
                         Console.WriteLine("Starting Point: " + Start);
Console.WriteLine("Ending Point: " + End);
      39
      40
      41
      42
                  class ReverseTrain : Train
      43
      44
                      public void EngineWork(string Source, string Destination, int JourneyTime)
      45
      46
      47
                          // base.EngineWork(Source, Destination);
      48
                          this.Start = Source;
                          this.End = Destination;
                         Console.WriteLine("Starting Point: "+ Start);
Console.WriteLine("Ending Point: "+ End);
Console.WriteLine("Total Journey Time: " + JourneyTime + " hrs");
      51
      52
      53
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### Question no. 4: Inputted Code:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace Lab_Task
    class Program
        static void Main(string[] args)
            Console.WriteLine("OOP LAB TASK 11:");
            Console.WriteLine("Question no. 4:");
            Console.Write("\nEnter the distance, in Kilometers, covered in Journey A:");
            int a = int.Parse(Console.ReadLine());
            Console.Write("\nEnter the distance, in Kilometers, covered in Journey B:");
            int b = int.Parse(Console.ReadLine());
            ReverseTrain value1 = new ReverseTrain(a);
            ReverseTrain value2 = new ReverseTrain(b);
            ReverseTrain value3 = new ReverseTrain();
            value3 = value1 + value2;
            value3.TotalDistance();
```

```
Console.ReadKey();
           }
     }
     class ReverseTrain
           public int a;
           public ReverseTrain()
           public ReverseTrain(int aaaaa)
                a = aaaaa;
           public static ReverseTrain operator +(ReverseTrain Source, ReverseTrain
Destination)
           {
                // base.EngineWork(Source, Destination);
                ReverseTrain rev3 = new ReverseTrain(0);
                rev3.a = Source.a + Destination.a;
                return rev3;
           public void TotalDistance()
                Console.WriteLine("Total Distance: {0} Kilometers", a);
     }
}
 C# Lab Task
                                            ▼ 1 Lab_Task.ReverseTrain
                                                                                         + ‡
                  static void Main(string[] args)
     11
     12
                     Console.WriteLine("OOP LAB TASK 11:");
     13
     14
                     Console.WriteLine("Question no. 4:");
     15
                     {\tt Console.Write("\nEnter the distance, in Kilometers, covered in Journey A:");}
                     int a = int.Parse(Console.ReadLine());
     16
                    Console.Write("\nEnter the distance, in Kilometers, covered in Journey B:");
     17
                     int b = int.Parse(Console.ReadLine());
     18
                     ReverseTrain value1 = new ReverseTrain(a);
     19
                     ReverseTrain value2 = new ReverseTrain(b);
     20
     21
                     ReverseTrain value3 = new ReverseTrain();
     22
                     value3 = value1 + value2;
                     value3.TotalDistance();
     23
                     Console.ReadKey();
     24
     25
     26
     27
              class ReverseTrain
     28
     29
                 public int a;
                 public ReverseTrain()
     30
     31
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     34
                  public ReverseTrain(int aaaaa)
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                      26
                      27
                                                                       class ReverseTrain
                      28
                      29
                                                                                       public int a;
                                                                                        public ReverseTrain()
                      30
                      31
                      32
                      33
                      34
                                                                                       public ReverseTrain(int aaaaa)
                      35
                      36
                      37 🖋
                      38
                                                                                       public static ReverseTrain operator +(ReverseTrain Source, ReverseTrain Destination)
                      39
                      40
                                                                                                        // base.EngineWork(Source, Destination);
                      41
                                                                                                      ReverseTrain rev3 = new ReverseTrain(0);
                                                                                                       rev3.a = Source.a + Destination.a;
                      42
                      43
                                                                                                      return rev3;
                      44
                      45
                                                                                       public void TotalDistance()
                      46
                      47
                                                                                                       Console.WriteLine("Total Distance: {0} Kilometers", a);
                      48
                      49
                      50
                      51
Ln: 37 Ch: 10 SPC CRLF
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