## **Experiment 3**

## Class and Object

## Example 1)

```
#include<iostream>
   1
      using namespace std;
   3
      class myclass{
   4
          int x;
   5
          public:
          void set_value(int a){
   6
  7
              x=a;
  8
  9
          int get_value(){
 10
              return x;
  11
 12
      };
      int main(){
 13
 14
          myclass obj[3];
          int k;
 15
          for(k=0; k<3; k++) {
 16
 17
              obj[k].set value(k+7);
 18
  19
          for(k=0; k<3; k++) {
              cout<<obj[k].get_value()<<endl;</pre>
 20
 21
 22
 PROBLEMS
         DEBUG CONSOLE TERMINAL
TERMINAL
 shyam@shyam-HP-Laptop-15-da0xxx:~/Desktop/oopLAB/laboratory3/examples$ g++ example1.cpp -o 1
 shyam@shyam-HP-Laptop-15-da0xxx:~/Desktop/oopLAB/laboratory3/examples$ ./1
 8
 shyam@shyam-HP-Laptop-15-da0xxx:~/Desktop/oopLAB/laboratory3/examples$
Example 2)
#include<iostream>
using namespace std;
#define SIZE 5
class stack{
int stck[SIZE];
static int top;
public:
void push(int i) {
if(top==SIZE-1){
cout<<"stck is full\n";
}
stck[++top]=i;
```

```
}
int pop(){
if(top==-1){
  cout<<"Stack underflow\n";
return 0;
return stck[top--];
}
};
int stack::top=-1;
int main() {
stack st;
st.push(5);
st.push(10);
st.push(20);
cout<<"Popped element is "<<st.pop()<<endl;</pre>
cout<<"Popped element is "<<st.pop()<<endl;</pre>
st.push(25);
st.push(210);
st.push(245);
st.push(224);
system("pause");
return 0;
}
 shyam@shyam-HP-Laptop-15-da0xxx:~/Desktop/oopLAB/laboratory3/examples$ g++ example2.cpp -o 1
 shyam@shyam-HP-Laptop-15-da0xxx:~/Desktop/oopLAB/laboratory3/examples$ ./1
 Popped element is 20
 Popped element is 10
                             Focus folder in explorer (ctrl + click)
 sh: 1: pause: not found
 shyam@shyam-HP-Laptop-15-da0xxx:~/Desktop/oopLAB/laboratory3/examples$
```

Program 1) Create a class Rectangle with member data length, breadth; and member function void setValues(int,int);void display();int area();int perimeter();

```
#include<iostream>
using namespace std;
class rectangle{
   int length;
   int breadth;
   public:
   void setData(int l, int b) {
        length=1;
        breadth=b;
   }
   void display() {
   cout<<"The area of rectangle is "<<area(length, breadth) <<endl;
   cout<<"The perimeter of rectangle is "<<perimeter(length, breadth) <<endl;</pre>
```

```
int area(int l, int b) { return l*b; }
int perimeter(int l, int b) { return 2*(l+b); };
int main() {
  rectangle r;
  r.setData(5,6);
  r.display();
}

shyam@shyam-HP-Laptop-15-da0xxx:~/Desktop/oopLAB/laboratory3/question$ g++ 1.cpp -o 1
  shyam@shyam-HP-Laptop-15-da0xxx:~/Desktop/oopLAB/laboratory3/question$ ./1
  The area of rectangle is 30
  The perimeter of rectangle is 22
  shyam@shyam-HP-Laptop-15-da0xxx:~/Desktop/oopLAB/laboratory3/question$ ...
```

Program 2) Define a class Date having data members day, month and year and two member functions setData() and printData(). Write a main function, create objects of Date class, set Values and print.

```
#include<iostream>
using namespace std;
class date{
int day; string month; int year;
public:
void setDate(int d,int y,string m) {
day=d; year=y; month=m;
}
void printDate() {
cout<<"The date is "<<day<<"/"<<month<<"/"<<year<<endl;</pre>
} };
int main(){
date d;
d.setDate(02,2001,"june");
d.printDate();
    THE PETIMETER OF TECTORING TO ZZ
   shyam@shyam-HP-Laptop-15-da0xxx:~/Desktop/oopLAB/laboratory3/question$ q++ 2.cpp -o 1
    shyam@shyam-HP-Laptop-15-da0xxx:~/Desktop/oopLAB/laboratory3/question$ ./1
    The date is 2/june/2001
    shyam@shyam-HP-Laptop-15-da0xxx:~/Desktop/oopLAB/laboratory3/question$
```

Program 3) Design a class point get and set functions and class circle with point object center and radius with get and set function, findArea(); findCircum(); and show function. The center of the circle must be a variable of a class point.

```
#include<iostream>
using namespace std;
class point{
  int x; public:
```

```
void get(int a) {     x=a; }
int set() { return x; };
class circle{
int radius; public:
void get(int r) {      radius=r; }
int set() {      return radius;    }
double findCircum() {          return (3.14*radius*2);     }
void show(){
cout<<"The radius of circle is "<<set()<<endl;</pre>
cout<<"The area of circle is "<<findArea()<<endl;</pre>
cout<<"The circumference of circle is "<<findCircum()<<endl;</pre>
} };
int main(){
point p;
p.get(10);
circle c;
c.get(p.set());
c.show();
}
shyam@shyam-HP-Laptop-15-da0xxx:~/Desktop/oopLAB/laboratory3/question$ g++ 3.cpp -o 1
shyam@shyam-HP-Laptop-15-da0xxx:~/Desktop/oopLAB/laboratory3/question$ ./1
The radius of circle is 10
The area of circle is 314
The circumference of circle is 62.8
shyam@shyam-HP-Laptop-15-da0xxx:~/Desktop/oopLAB/laboratory3/question$
```

Program 4) WAP to display the size of the object of a student class with suitable data members.

```
#include<iostream>
using namespace std;
class student{
   string name; int std; int age; int rollno;
};
int main() {
   student s;
   cout<<sizeof(s)<<endl;
}

shyam@shyam-HP-Laptop-15-da0xxx:~/Desktop/oopLAB/laboratory3/question$ g++ 4.cpp -o 1
shyam@shyam-HP-Laptop-15-da0xxx:~/Desktop/oopLAB/laboratory3/question$ ./1
48
shyam@shyam-HP-Laptop-15-da0xxx:~/Desktop/oopLAB/laboratory3/question$</pre>
```

Program 5) Write a class program to implement the visibility limits of the member data and member functions using private and public keywords.

```
using namespace std;
class Circle
public:
double radius;
double compute area()
{
return 3.14*radius*radius;
}
};
int main()
Circle obj;
obj.radius = 5.5;
cout << "Radius is: " << obj.radius << "\n";</pre>
cout << "Area is: " << obj.compute_area() << endl;</pre>
return 0;
}
 shyam@shyam-HP-Laptop-15-da0xxx:~/Desktop/oopLAB/laboratory3/question$ ./1
 Radius is: 5.5
 Area is: 94.985
 shyam@shyam-HP-Laptop-15-da0xxx:~/Desktop/oopLAB/laboratory3/question$
```