PRACTICAL FILE ON OBJECT ORIENTED PROGRAMMIG USING C++



SESSION 2024 – 2025 DAYANAND COLLEGE HISAR

Submitted to:-

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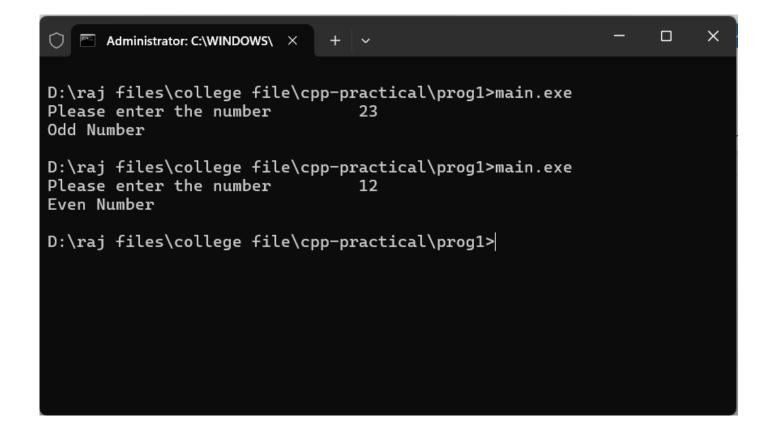
Sahil

Class:- BCA-2nd Sem.

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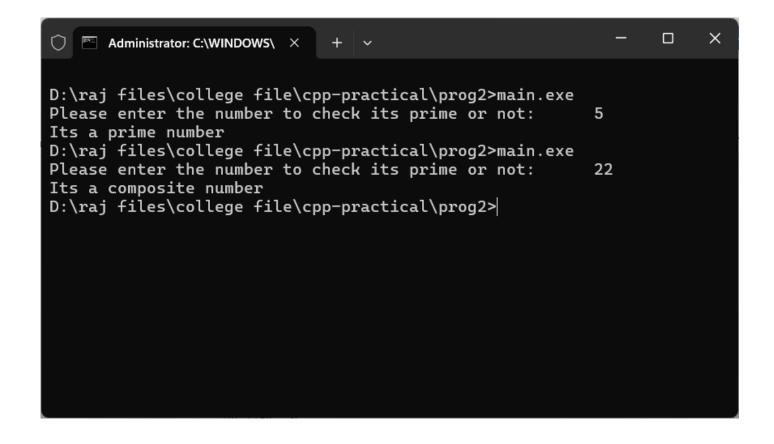
Index

Question 1. Write a program to check whether a number is even or not	4
Question 2. Write a program to check whether a number is prime or not	6
Question 3. Write a program to find the factorial of given number.	8
Question 4. Write a program to find out the area of square, rectangle and circle by using function overloading.	10
Question 5. Write a program find out the average of two members by using member function define ins	
Question 6. Write a program to find the simple interest by using member member function define outsi the class definition.	
Question 7. Write a program to perform all arithmetic operation such as addition, subtraction, multiplication, division and modulus using inline function.	20
Question 8. Write a program to explain the concept of static data member	24
Question 9. Write a program to explain the concept of static member function	26
Question 10. Write a program to use the concept of friend function	28
Question 11. Write a program to use the concept of friend class	30
Question 12. Write a program to use the concept of parameterized constructor.	32
Question 13. Write a program to use the concept of copy constructor.	36
Question 14. Write a program to use the concept of constructor overloading	38
Question 15. Write a program to use the concept of destructor.	40
Question 16. Write a program to overload the unary operator by using member function	
Question 17. Write a program to overload the binary operator by using friend function	
Question 18. Write a program to use the concept of single inheritance (by using public method)	
Question 19. Write a program to use the concept of single inheritance (by using private method)	
Question 20. Write a program to sue the concept of multilevel inheritance (by using protected method)	54
Question 21. Write a program by using concept of multiple inheritance	58
Question 22. Write a program by using various Manipulators	60
Question 23. Write a program to use the concept of function overriding	62
Question 24. Write a program to use the concept of virtual base class	64
Question 25. Write a program to use the concept of inheritance and parameterized constructor	66
Question 26. Write a program to use the concept of virtual function.	68



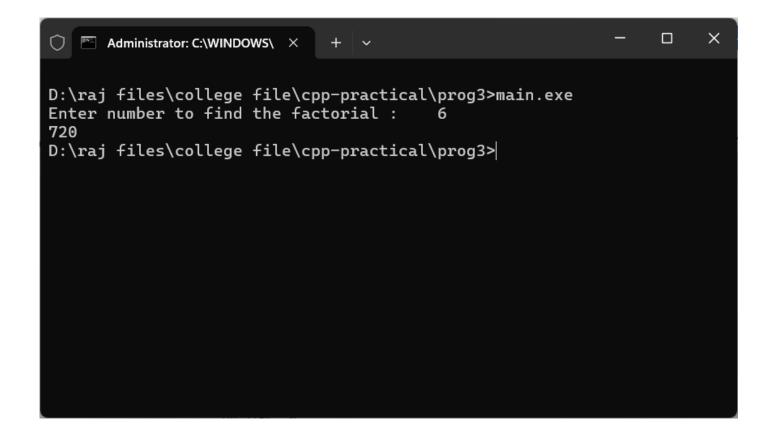
Question 1. Write a program to check whether a number is even or not.

```
#include <iostream>
using namespace std;
void parity(int num);
int main()
{
    int num;
    cout << "Please enter the number \t";</pre>
    cin >> num;
    parity(num);
    return 0;
}
void parity(int num)
{
    (num\%2 == 0)? cout << "Even Number\n" : cout << "Odd
Number\n";
}
```



Question 2. Write a program to check whether a number is prime or not.

```
#include<iostream>
using namespace std;
void primality(int num);
int main()
{
    int num;
    cout << "Please enter the number to check its prime</pre>
or not:\t";
    cin >> num;
    primality(num);
    return 0;
}
void primality(int num)
{
    int flag = 0;
    if (num<=1){cout << "Its not a prime number or</pre>
composite number"; return ;}
    for (int i = 2; i<num; i++)
    {
        if ((num % i) == 0){flag++; break;}
    }
    if (flag) {cout <<"Its a composite number"; return</pre>
;}
    else {cout <<"Its a prime number"; return ;}}</pre>
```



Question 3. Write a program to find the factorial of given number.

```
#include<iostream>
using namespace std;
int fact(int num);
int main()
{
    int num;
    cout << "Enter number to find the factorial : \t";</pre>
    cin >> num;
    cout << fact(num);</pre>
    return 0;
}
int fact(int num)
{
    if((num == 0) || (num == 1)){return num;}
    else {return num * fact(num-1);}
}
```

```
X
Administrator: C:\WINDOWS\ X
                            + -
D:\raj files\college file\cpp-practical\prog4>main.exe
Enter shape number whose area to find
1. Square
               2. Rectangle 3. Circle
1
Please enter the length of side of Sqaure :
                                               12
144
D:\raj files\college file\cpp-practical\prog4>main.exe
Enter shape number whose area to find
               2. Rectangle 3. Circle
1. Square
2
Please enter the length of Rectangle : 12 23
Please enter the breadth of Rectangle : 276
D:\raj files\college file\cpp-practical\prog4>main.exe
Enter shape number whose area to find
1. Square
           Rectangle 3. Circle
3
Please enter the radius of circle :
                                       13
530.66
D:\raj files\college file\cpp-practical\prog4>
```

Question 4. Write a program to find out the area of square, rectangle and circle by using function overloading.

```
#include <iostream>
#define PI 3.14
using namespace std;
void area(int length);
void area(int length, int breadth);
void area(int radius, char circle);
int main()
{
    int opt, length, breadth, radius;
    cout<<"Enter shape number whose area to find\n1. Square\t2.
Rectangle\t3. Circle\n"<<endl;</pre>
    cin >> opt;
    switch (opt)
    {
        case 1:
            cout << "\nPlease enter the length of side of</pre>
Sqaure :\t";
            cin >> length;
            area(length);
             break;
        case 2:
            cout << "\nPlease enter the length of Rectangle</pre>
:\t";
            cin >> length;
            cout << "Please enter the breadth of Rectangle</pre>
:\t";
             cin >> breadth;
```

```
area(length, breadth);
             break;
        case 3:
             cout << "\nPlease enter the radius of circle :\t";</pre>
             cin >> radius;
             area(radius, 'c');
             break;
    }
    return 0;
}
void area(int length)
{
    cout << length*length << endl;</pre>
}
void area(int length, int breadth)
{
    cout << length*breadth << endl;</pre>
}
void area(int radius, char circle)
{
    cout << (PI * radius * radius) << endl;</pre>
}
```

Question 5. Write a program find out the average of two members by using member function define inside the class definition.

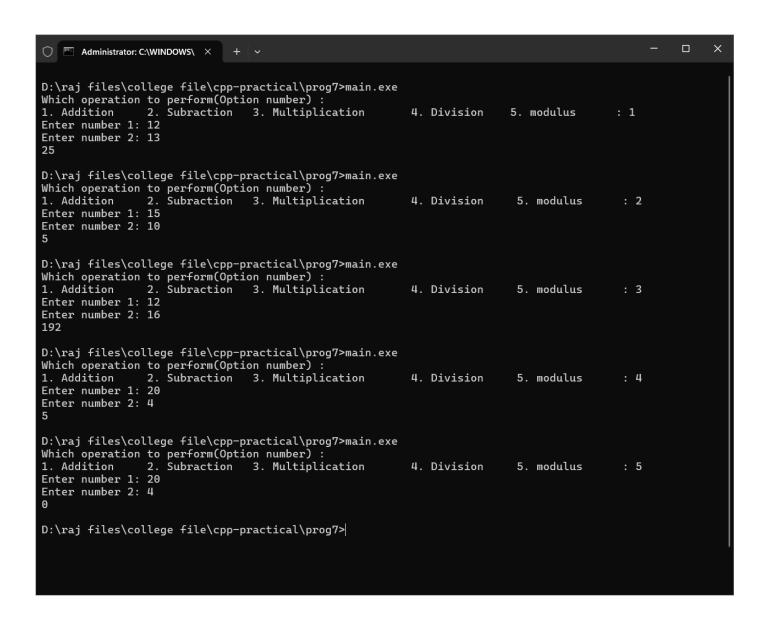
```
#include<iostream>
using namespace std;
class Math Function
{
    int num1, num2;
    public:
        Math Function(int first, int second)
        {
            num1 = first;
            num2 = second;
        }
        void average()
        {
            cout<< "Average of the given numbers is :\t"<<</pre>
((num1 + num2)/2);
        }
};
int main()
{
    Math Function obj1(5, 12);
    obj1.average();
    return 0;
}
```

```
D:\raj files\college file\cpp-practical\prog6>main.exe
***Simple Interest program***
Enter the principle, rate, time period (seprated by space) :12
12 10
simple interest for given values is : 14
D:\raj files\college file\cpp-practical\prog6>
```

Question 6. Write a program to find the simple interest by using member member function define outside the class definition.

```
#include<iostream>
using namespace std;
class MyClass
{
    int principle, rate, time;
    public:
        void SetValues(int p, int r, int t);
        void Interest();
};
void MyClass :: SetValues(int p, int r, int t)
{
    principle = p; rate = r; time = t;
}
void MyClass :: Interest()
{
    cout << "simple interest for given values is : " <<</pre>
((principle * rate * time) / 100) << endl;</pre>
}
int main()
{
    int p, r, t;
    MyClass obj1;
    cout << "***Simple Interest program***" << endl;</pre>
    cout << "Enter the principle, rate, time period (seprated</pre>
by space) : ";
    cin >> p >> r >> t;
```

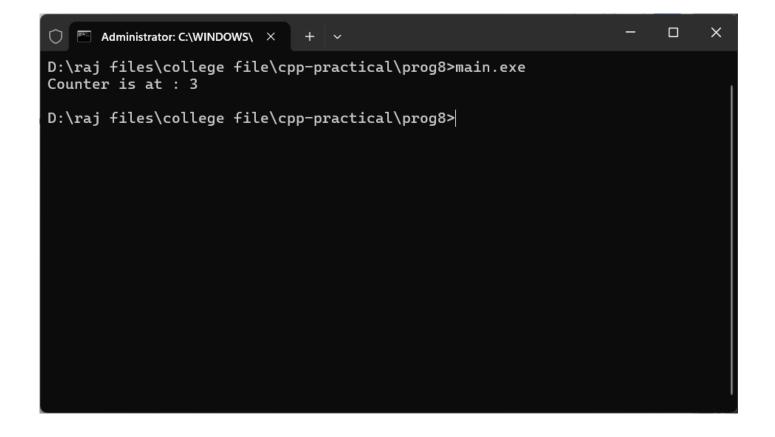
```
obj1.SetValues(p, r, t);
obj1.Interest();
return 0;
}
```



Question 7. Write a program to perform all arithmetic operation such as addition, subtraction, multiplication, division and modulus using inline function.

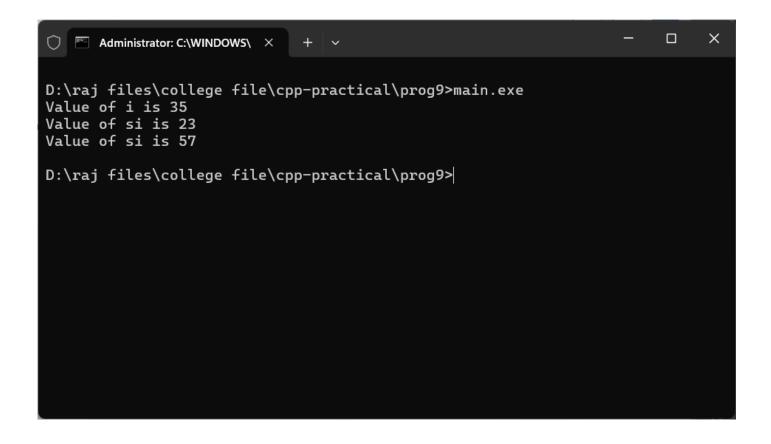
```
#include<iostream>
using namespace std;
int num1, num2;
inline void add(){cout << num1+num2 << endl;}</pre>
inline void sub(){cout << num1-num2 << endl;}</pre>
inline void mult(){cout << num1*num2 << endl;}</pre>
inline void div(){cout << num1/num2 << endl;}</pre>
inline void mod(){cout << num1%num2 << endl;}</pre>
int main()
{
    int opt;
    cout << "Which operation to perform(Option number) :\n";</pre>
    cout << "1. Addition\t2. Subraction\t3. Multiplication\t4.</pre>
Division\t5. modulus\t: ";
    cin >> opt;
    cout << "Enter number 1: ";</pre>
    cin >> num1;
    cout << "Enter number 2: ";</pre>
    cin >> num2;
    switch (opt)
    {
        case 1: add(); break;
        case 2: sub(); break;
        case 3: mult(); break;
        case 4: div(); break;
```

```
case 5: mod(); break;
    default:
        cout << "Invalid input";
}
return 0;
}</pre>
```



Question 8. Write a program to explain the concept of static data member.

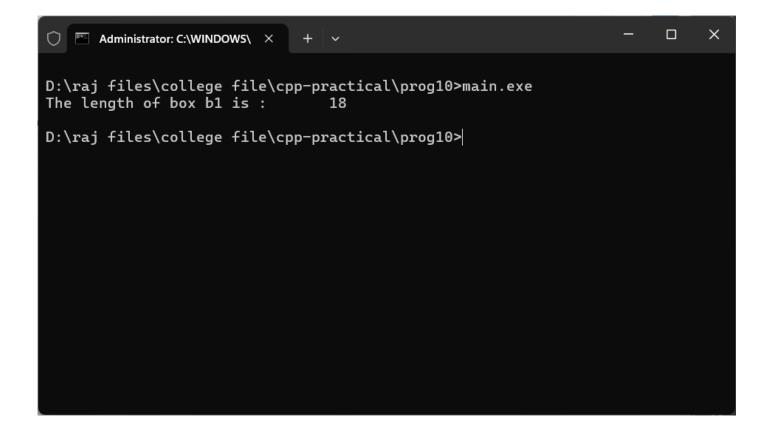
```
#include<iostream>
using namespace std;
class Static_Data
{
    public:
        static int counter;
        Static_Data(){counter++;}
};
int Static_Data::counter = 0;
int main()
{
    Static_Data obj1, obj2, obj3;
    cout << "Counter is at :\t" << Static_Data::counter<<<endl;
    return 0;
}</pre>
```



Question 9. Write a program to explain the concept of static member function.

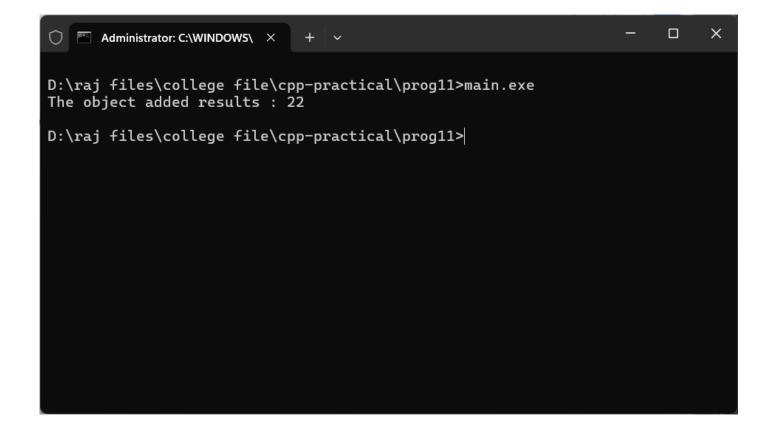
```
#include<iostream>
using namespace std;
class MyClass
{
    private:
        int i;
        static int si;
    public:
        void set_i(int arg){i = arg;}
        static void set si(int arg){si = arg;}
        void print_i(){cout << "Value of i is " << i << endl;}</pre>
        static void print_si(){cout << "Value of si is " << si</pre>
<< endl;}
};
int MyClass :: si = 23;
int main()
{
    MyClass obj1;
    obj1.set i(35);
    obj1.print_i();
    MyClass::print si();
    MyClass::set si(57);
    MyClass::print si();
    return 0;
```

}



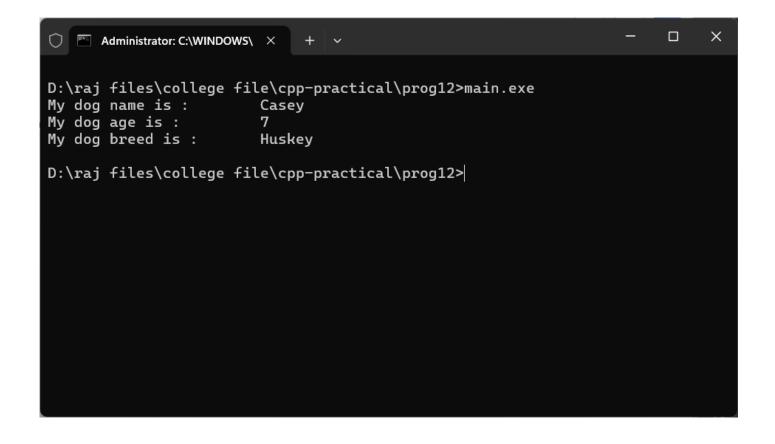
Question 10. Write a program to use the concept of friend function.

```
#include<iostream>
using namespace std;
class Box
{
    int length;
    public:
        Box(int len){length = len;}
        friend int print_len(Box);
};
int print_len(Box b){b.length += 10; return b.length;}
int main()
{
    Box b1(8);
    cout << "The length of box b1 is :\t" << print_len(b1) <</pre>
end1;
    return 0;
}
```



Question 11. Write a program to use the concept of friend class.

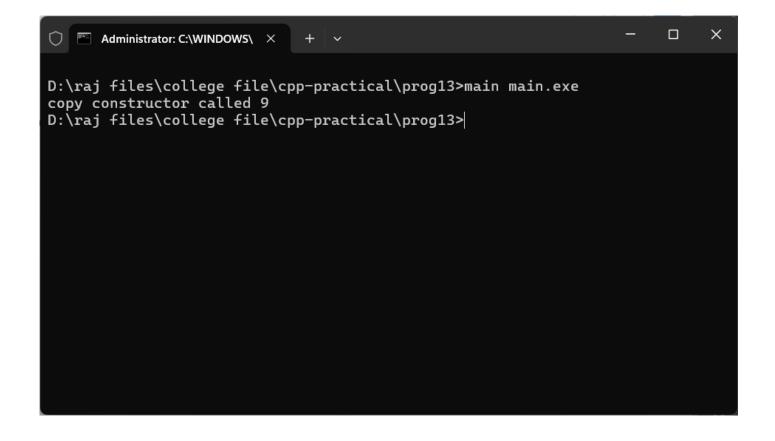
```
#include<iostream>
using namespace std;
class Friend Class;
class Base_Class
{
    int size1;
    friend Friend Class;
    public:
        Base_Class():size1(12){}
};
class Friend Class
{
    int size2;
    public:
        Friend Class():size2(10){}
        int add(){Base_Class b1; return b1.size1 + size2;}
};
int main()
{
    Friend Class obj1;
    cout << "The object added results : " << obj1.add() <<</pre>
endl;
    return 0;
}
```



Question 12. Write a program to use the concept of parameterized constructor.

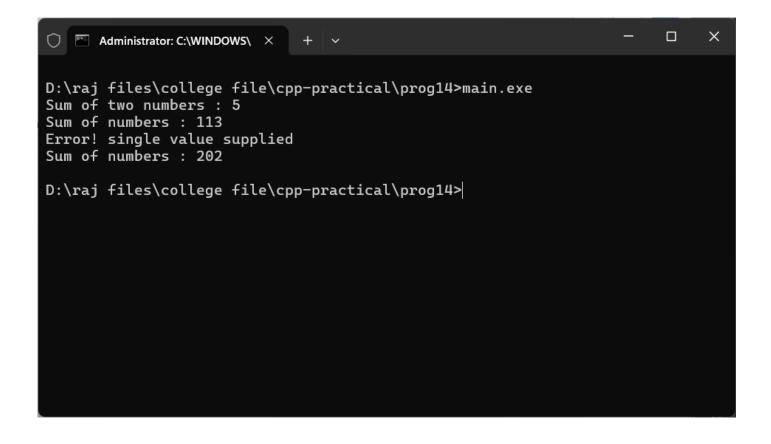
```
#include<iostream>
#include<string>
using namespace std;
class Dog
{
    private:
        string name;
        int age;
        string breed;
    public:
        Dog(string dog_name, int dog_age, string dog_breed)
        {
             name = dog_name;
             age = dog age;
             breed = dog breed;
        }
        void dog info()
        {
             cout << "My dog name is : \t" << name << endl;</pre>
             cout << "My dog age is : \t" << age << endl;</pre>
             cout << "My dog breed is :\t" << breed << endl;</pre>
        }
};
int main()
{
```

```
Dog my_dog("Casey", 7, "Huskey");
    my_dog.dog_info();
    return 0;
}
```



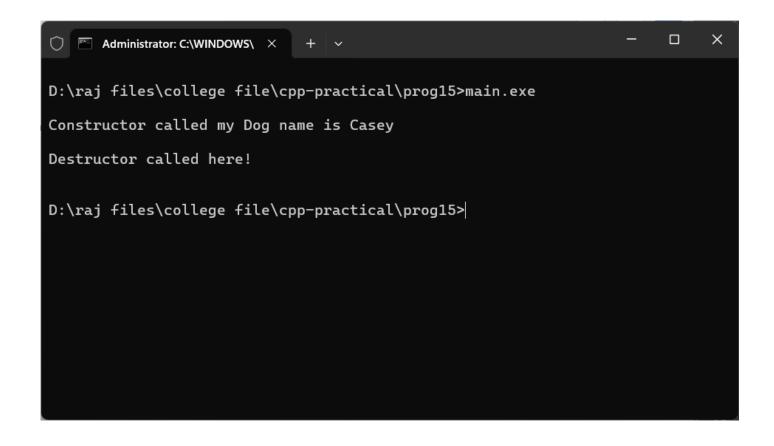
Question 13. Write a program to use the concept of copy constructor.

```
#include <iostream>
using namespace std;
class sample{
public:
    int x,y;
    sample(int a,int b):x(a),y(b){}
    sample(sample &obj){
        x=obj.x;
        y=obj.y;
        cout<<"copy constructor called "<<x+y;</pre>
    }
};
int main()
{
    sample s1(4,5);
    sample s2(s1);
    return 0;
}
```



Question 14. Write a program to use the concept of constructor overloading.

```
#include<iostream>
using namespace std;
class addition
{
    public:
        addition(int a){cout << "Error! single value</pre>
supplied"<<endl;}</pre>
        addition(int a, int b){cout << "Sum of two numbers : "
<< a + b << endl;}
        addition(int a, int b, int c){cout << "Sum of numbers :</pre>
" << a+b+c << endl;}
        addition(int a, int b, int c, int d){cout << "Sum of
numbers : " << a+b+c+d << endl;}</pre>
};
int main()
{
    addition sum1(2,3), sum2(4, 8, 12, 89), sum3(9), sum4(78,
56, 68);
    return 0;
}
```



Question 15. Write a program to use the concept of destructor.

```
#include<iostream>
#include <string>
using namespace std;
class Dog
{
    string name;
    public:
        Dog(string dog_name):name(dog_name){cout <</pre>
"\nConstructor called my Dog name is " << name<<endl<<endl;}
        ~Dog(){cout << "Destructor called here!"<<endl<<endl;}
};
int main()
{
    Dog dog1("Casey");
    return 0;
}
```

```
D:\raj files\college file\cpp-practical\prog16>main.exe
Value before opertor overloading:
Value of m is 20
Value of n is 30
Value after operator overloading:
Value of m is -20
Value of n is -30
D:\raj files\college file\cpp-practical\prog16>
```

Question 16. Write a program to overload the unary operator by using member function.

```
#include<iostream>
using namespace std;
class sample
{
    int m, n;
    public:
        void getdata(int a, int b);
        void display();
        void operator - ();
};
void sample:: getdata(int a, int b){m = a; n = b;}
void sample:: display(){cout << "Value of m is " << m <<</pre>
"\nValue of n is " << n << endl;}
void sample:: operator - ()\{m = -m; n = -n;\}
int main()
{
    sample obj;
    obj.getdata(20, 30);
    cout << "Value before opertor overloading :\n";</pre>
    obj.display();
    -obj;
    cout << "Value after operator overloading :\n";</pre>
    obj.display();
    return 0;
}
```

```
D:\raj files\college file\cpp-practical\prog17> main.exe

First object

a = 1.5
b = 7.25

Second object
a = 5.25
b = 2.15

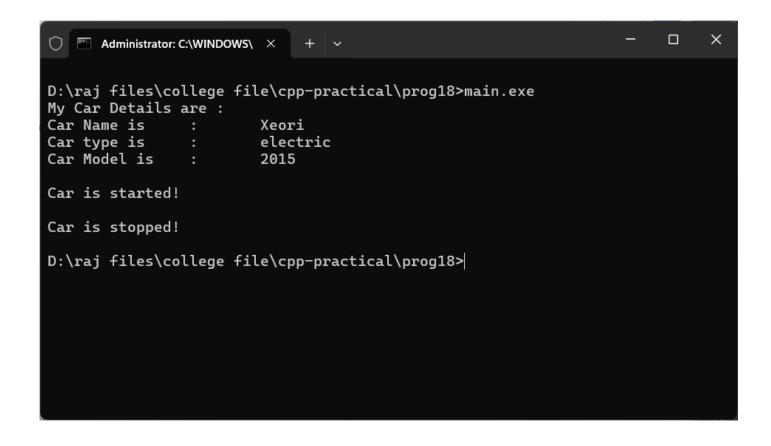
Sum of objects
a = 6.75
b = 9.4

D:\raj files\college file\cpp-practical\prog17>
```

Question 17. Write a program to overload the binary operator by using friend function.

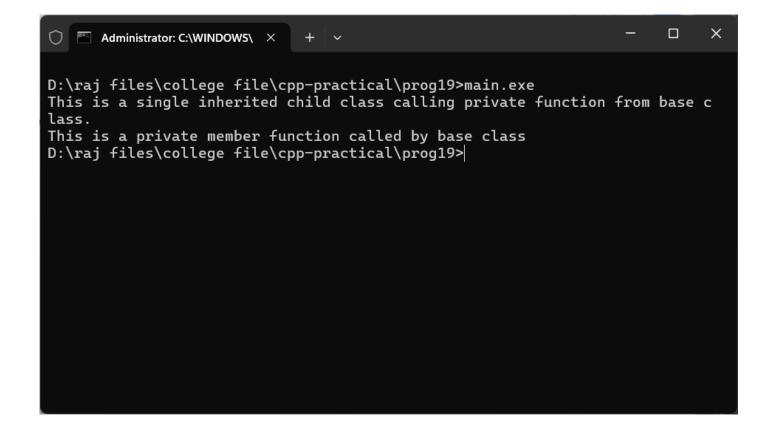
```
#include<iostream>
using namespace std;
class sample
{
    float a,b;
    public:
        sample(){};
        sample(float x, float y):a(x), b(y){}
        friend sample operator + (sample, sample);
        void display(){cout<<"\ta = "<<a<<endl;cout<<"\tb =</pre>
"<<b<<endl;}
};
sample operator + (sample s1, sample s2)
{
    sample temp;
    temp.a = s1.a + s2.a;
    temp.b = s1.b + s2.b;
    return temp;
}
int main()
{
    sample x, y, z;
    x = sample(1.5, 7.25);
    y = sample(5.25, 2.15);
```

```
z = x + y;
  cout << "First object"<<endl;
  x.display();
  cout << "Second object" << endl;
  y.display();
  cout << "Sum of objects" << endl;
  z.display();
  return 0;
}</pre>
```



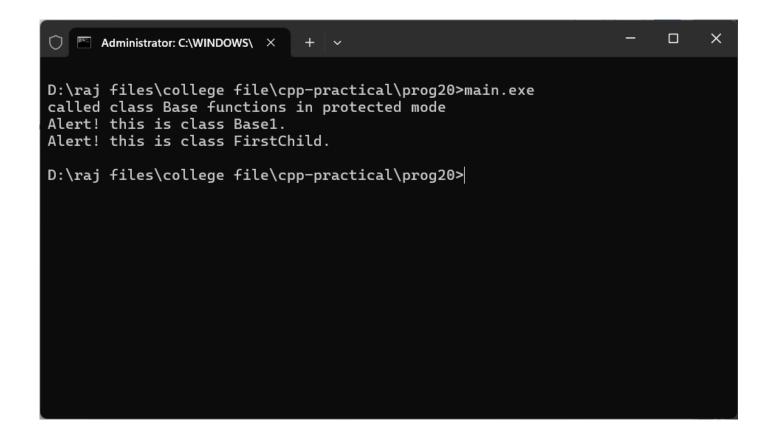
Question 18. Write a program to use the concept of single inheritance (by using public method).

```
#include<iostream>
#include <string>
using namespace std;
class Car
{
    public:
        string name, type;
        int model;
        void car info()
        {
             cout << "My Car Details are :"<<endl;</pre>
             cout << "Car Name is \t:\t" << name << endl;</pre>
             cout << "Car type is \t:\t" << type << endl;</pre>
             cout << "Car Model is \t:\t" << model <<endl;</pre>
        }
        void start(){cout << "\nCar is started!" << endl;}</pre>
        void stop(){cout << "\nCar is stopped!" << endl;}</pre>
};
class EV Car : public Car
{
    public:
        EV Car(string ev name,int ev model)
        {
             type = "electric";
             name = ev name;
```



Question 19. Write a program to use the concept of single inheritance (by using private method).

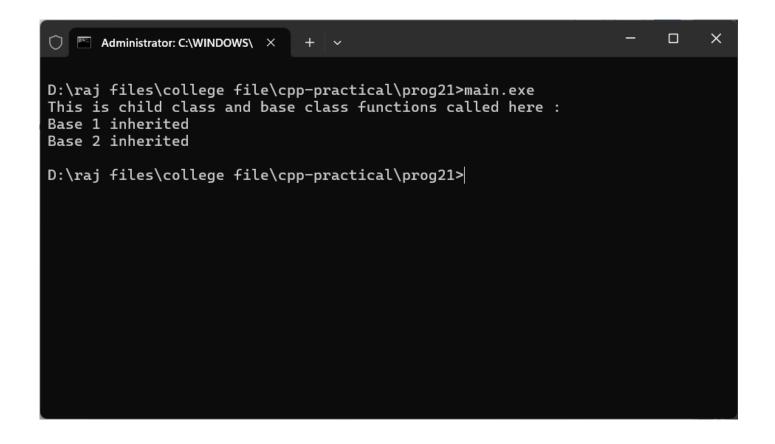
```
#include <iostream>
using namespace std;
class Base
{
    public:
        void display(){cout<<"This is a private member function</pre>
called by base class";}
};
class Child:private Base
{
    public:
        Child()
        {
             cout<<"This is a single inherited child class</pre>
calling private function from base class."<<endl;
            display();
        }
};
int main()
{
    Child c1;
    return 0;
}
```



Question 20. Write a program to sue the concept of multilevel inheritance (by using protected method).

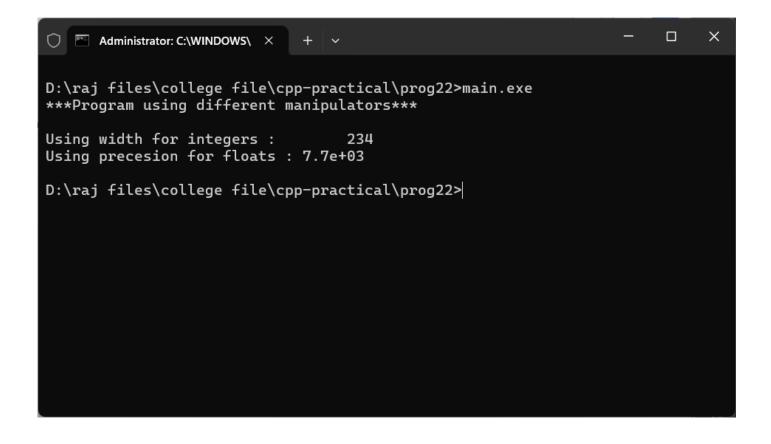
```
#include<iostream>
using namespace std;
class Base
{
    protected:
         void display1(){cout<<"Alert! this is class</pre>
Base1."<<endl;}</pre>
};
class FirstChild: protected Base
{
    protected:
         void display2(){cout<<"Alert! this is class</pre>
FirstChild."<<endl;}</pre>
};
class SecondChild: public FirstChild
{
    public:
         SecondChild()
         {
             cout<<"called class Base functions in protected</pre>
mode"<<endl;</pre>
             display1();
             display2();
         }
};
int main()
```

```
{
    SecondChild c1;
    return 0;
}
```



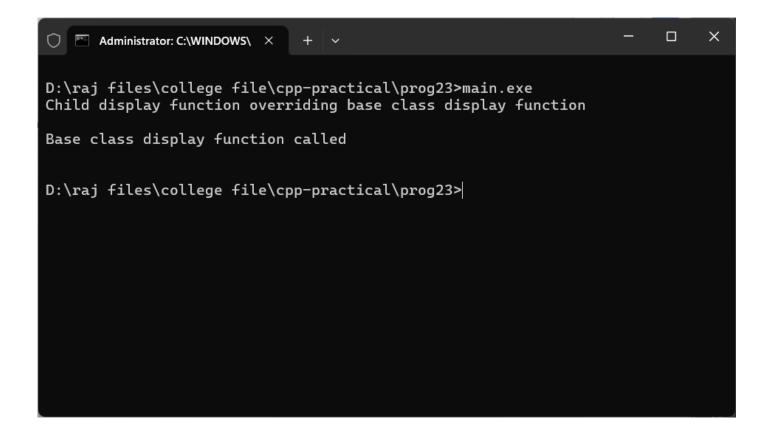
Question 21. Write a program by using concept of multiple inheritance.

```
#include<iostream>
using namespace std;
class Base1{public:void fun1(){cout<<"Base 1</pre>
inherited"<<endl;}};</pre>
class Base2{public:void fun2(){cout<<"Base 2</pre>
inherited"<<endl;}};</pre>
class Child:public Base1, public Base2
{
    public:
         Child()
         {
             cout<<"This is child class and base class functions</pre>
called here :"<<endl;</pre>
             fun1();
             fun2();
         }
};
int main()
{
    Child c1;
    return 0;
}
```



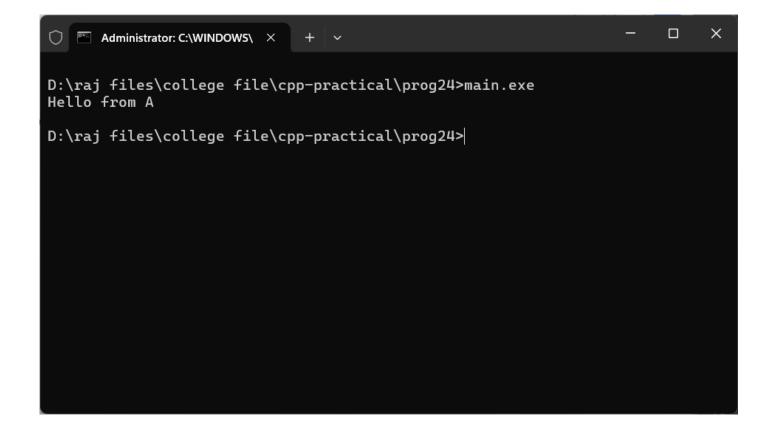
Question 22. Write a program by using various Manipulators.

```
#include<iostream>
#include<iomanip>
using namespace std;
int main()
{
    cout<< "***Program using different manipulators***\n";
    cout<< "\nUsing width for integers : " << setw(10) << 234
<<endl;
    cout<< "Using precession for floats : " << setprecision(2)
<< 7678.328403 <<endl;
    return 0;
}</pre>
```



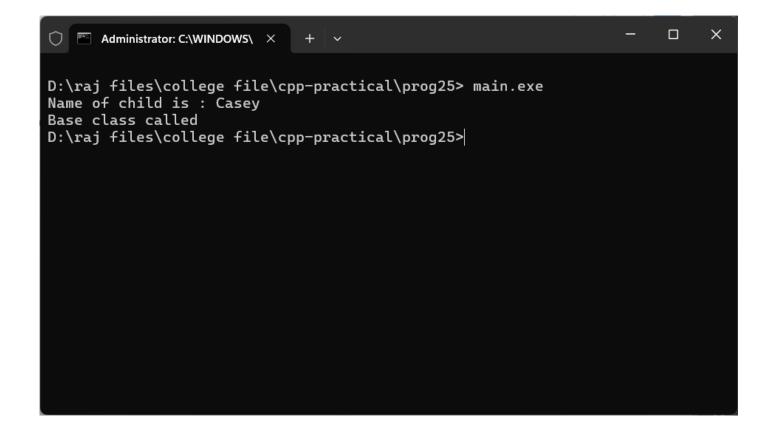
Question 23. Write a program to use the concept of function overriding.

```
#include<iostream>
using namespace std;
class Base
{
    public:
        void display(){cout << "Base class display function</pre>
called\n"<< endl;}</pre>
};
class Child : public Base
{
    public:
        void display(){cout<<"Child display function overriding</pre>
base class display function\n"<<endl;}</pre>
};
int main()
{
    Child c1;
    c1.display();
    c1.Base :: display();
    return 0;
}
```



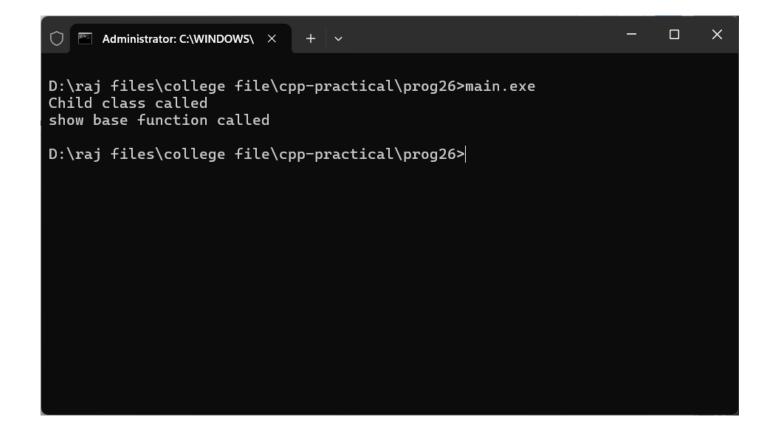
Question 24. Write a program to use the concept of virtual base class.

```
#include<iostream>
using namespace std;
class A
{
    public: void show(){cout <<"Hello from A \n";}</pre>
};
class B : public virtual A {};
class C : public virtual A {};
class D : public B, public C {};
int main()
{
    D object;
    object.show();
    return 0;
}
```



Question 25. Write a program to use the concept of inheritance and parameterized constructor.

```
#include<iostream>
#include <string>
using namespace std;
class Base{public : void display(){cout << "Base class</pre>
called";}};
class Child : public Base
{
    string name;
    public:
        Child(string child_name)
        {
             name = child name;
             cout<<"Name of child is : "<<name<<endl;</pre>
             display();
        }
};
int main()
{
    Child c1("Casey");
    return 0;
}
```



Question 26. Write a program to use the concept of virtual function.

```
#include<iostream>
using namespace std;
class Base
{
public:
    virtual void display(){cout << "Base class function"</pre>
<<endl;}
    void show(){cout << "show base function called"<<endl;}</pre>
};
class Child: public Base
{
    public:
        void display(){cout << "Child class called" << endl;}</pre>
        void show(){cout << "child show function</pre>
called"<<endl;}</pre>
};
int main()
{
    Base * ptr;
    Child c1;
    ptr = &c1;
    ptr -> display();
    ptr -> show();
    return 0;}
```