**Assignment -4**

1.(a)Create a class to store the following information about an employee: Name, Emp. Id, Salary.

Store the information of 10 employees. Calculate gross salary. Display allthe information of all the employees in tabular form. Display the size of the class.

(b)Modify the above program to call the function to calculate the gross salary from another member function.

2. (a) Create a class which stores the real & imaginary part of a complex number. Add two complex numbers & display the result. Find the conjugate of a givencomplex number. The complex number should be displayed in the form :“real+i imaginary”.

(b) Modify the program in (a) part to add 2 complex numbers & store the result in an object & display. To add/sub 2 complex number, function having 2 object argument no return value.

Q(Static data members & member functions, Friend function)

Q3.Define a class student with following details;

private members: regdno, name, marks and avg mark of class. public members:

input () to accept all the values

display () to display all data members on screen findavg () to find avg marks of the entire class showavg () static funtion to display the avg. marks.

Input details for 10 students, find their average marks and display it.

Q.4Create a class with one integer data member. Include the member functions toinputthe value and to display the value of data member. WAP to count the number of times the input() function is called and display it.

Q5WAP to swap the values in the private data members of two classes.

Q6Create a class time which stores the time in hours and minutes. When the object is created, the data members should be initialized with zero. Take the input through the constructors. Include the copy constructor and destructor. WAP to call all the constructors and destructors.

Q7Define a class 'fixed deposit' with following members

private: principal, time-period, rate-of-interest, amount public : input(), display()

constructor

default - to initialize the data members by zero parameterized to initialize the data members through arguments. copy constructor to copy

destructor

WAP to calculate the amount.