AIR UNIVERSITY

Lab Title Introduction to Classes in C++

AIR UNIVERSITY

DEPARTMENT OF ELECTRICAL AND COMPUTER ENGINEERING

EXPERIMENT NO 2

Objective:					
LAB ASSESSMENT:					
					I
Attributes	Excellent (5)	Good (4)	Average (3)	Satisfactory (2)	Unsatisfactory (1)
Ability to Conduct Experiment					
Ability to assimilate the results					
Effective use of lab equipment and follows the lab safety rules					
	Obtained Marks:				
Total Marks:			Obtain	ed Marks:	
Total Marks:			Obtain	ed Marks:	
Total Marks:			Obtain	ed Marks:	
Total Marks:			Obtain	ed Marks:	
			Obtain	ed Marks:	
Total Marks:			Obtain	ed Marks:	
LAB REPORT ASSESS	MENT: Excellent	Good	Average	Satisfactory	Unsatisfactory
	MENT:	Good (4)			
LAB REPORT ASSESS	MENT: Excellent		Average	Satisfactory	Unsatisfactory
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LAB REPORT ASSESS Attributes Data presentation	MENT: Excellent		Average	Satisfactory	Unsatisfactory
LAB REPORT ASSESS Attributes Data presentation Experimental results	MENT: Excellent		Average	Satisfactory	Unsatisfactory
LAB REPORT ASSESS Attributes Data presentation Experimental results	MENT: Excellent		Average	Satisfactory	Unsatisfactory
LAB REPORT ASSESS Attributes Data presentation Experimental results	MENT: Excellent		Average	Satisfactory	Unsatisfactory
Attributes Data presentation Experimental results Conclusion	MENT: Excellent (5)		Average (3)	Satisfactory (2)	Unsatisfactory (1)
LAB REPORT ASSESS Attributes Data presentation Experimental results	MENT: Excellent (5)		Average (3)	Satisfactory (2)	Unsatisfactory (1)
Attributes Data presentation Experimental results Conclusion	MENT: Excellent (5)		Average (3)	Satisfactory (2)	Unsatisfactory (1)
Attributes Data presentation Experimental results Conclusion	MENT: Excellent (5)		Average (3)	Satisfactory (2)	Unsatisfactory (1)
Attributes Data presentation Experimental results Conclusion Total Marks:	MENT: Excellent (5)		Average (3)	Satisfactory (2) ed Marks:	Unsatisfactory (1)
Attributes Data presentation Experimental results Conclusion	MENT: Excellent (5)		Average (3)	Satisfactory (2) ed Marks:	Unsatisfactory (1)

LAB TASK # 2

Input

```
1 #include <iostream>
 2 #include <bits/stdc++.h>
 3 /*Calling this library to call gcd function for highest common factor
     to convert to reduced form*/
 5 using namespace std;
 7 class Rational
 8 * {
 9
         int num1,num2,den1,den2;
10
         public:
11
         void input()
12 -
13
             cout<<"\n\nEnter the numerator of the first number:";</pre>
14
             cin>>num1;
             cout<<"\nEnter the denominator of the first number:";</pre>
15
16
             cin>>den1;
17
             cout<<"\n\nEnter the numerator of the second number:";</pre>
18
             cin>>num2;
             cout<<"\nEnter the denominator of the second number:";</pre>
19
20
             cin>>den2;
21
         void reduce_fraction(int a,int b)
22
23 -
24
           int result=0;
          result = __gcd(a,b);
/*Calling this gcd function from the above
25
26 -
27
           library to convert the fraction to simplest form*/
28
           a=a/result;
          b=b/result;
cout<<a<<"/"<<b<<endl;</pre>
29
30
31
32
         void Add()
33 -
34
             int num_add=0,den_add=0;
35
             num_add= num1*den2+num2*den1;
36
             den_add= den1*den2;
37
             cout<<"\n\nThe result of addition in reduced form is: ";</pre>
38
             reduce_fraction(num_add,den_add);
39
        }
40
41
        void Sub()
42 -
43
             int num_sub=0,den_sub=0;
44
             num_sub= num1*den2-num2*den1;
45
             den_sub= den1*den2;
46
             cout<<"\nThe result of subtraction in reduced form is: ";</pre>
             reduce_fraction(num_sub,den_sub);
47
48
        }
```

```
void Sub()
41
42 -
             int num_sub=0,den_sub=0;
43
44
             num_sub= num1*den2-num2*den1;
45
             den sub= den1*den2;
             cout<<"\nThe result of subtraction in reduced form is: ";</pre>
46
47
             reduce_fraction(num_sub,den_sub);
48
49
        void Mult()
50 ₹
51
             int num_mul=0,den_mul=0;
52
             num mul=num1*num2;
53
             den_mul=den1*den2;
             cout<<"\nThe result of multiplication in reduced form is: ";</pre>
54
55
             reduce_fraction(num_mul,den_mul);
56
57
        void Div()
58 -
59
             int num_div=0,den_div=0;
60
             num_div=num1*den2;
61
             den_div=den1*num2;
             cout<<"\nThe result of division in reduced form is: ";</pre>
62
63
             reduce_fraction(num_div,den_div);
64
65
66
67
   };
68
69
70
   int main()
71 - {
72
        Rational o1;
73
        o1.input();
74
        o1.Add();
75
        o1.Sub();
76
        o1.Mult();
77
        o1.Div();
78
        return 0;
79
```

Output

i. Why is it appropriate to set the attributes always private and member functions public?

The main object of object oriented programming to make our code private and restrict others from seeing our code. Thus, we use private attributes. On the other hand, to access the code in our class we use public functions.

ii. Why is it good to make attribute private and access them using setters?

It is good for the privacy of our code.

iii.Can we make member functions private?

Yes we can make the member functions in our code private.

Conclusion:

In this lab I learned how to apply mathematical operations on rational numbers using classes.