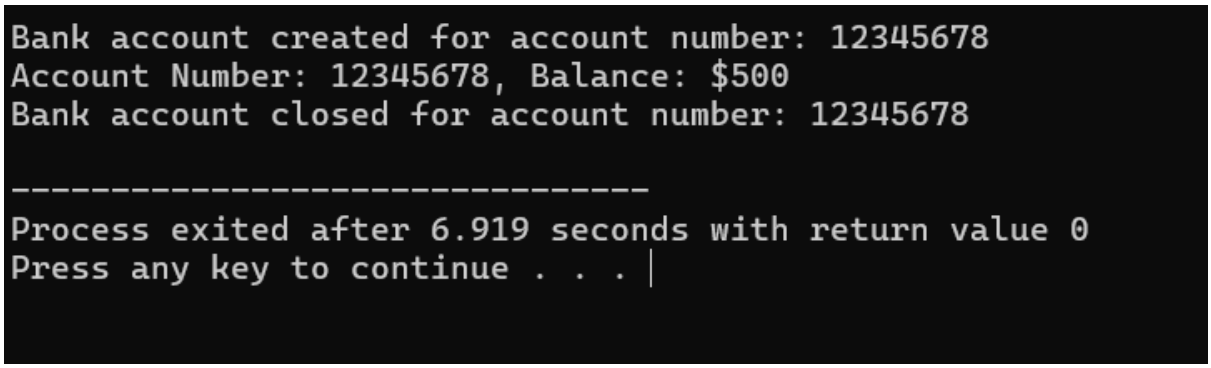
1. C++ Program to Create a Class for a Bank Account

```
#include <iostream>
using namespace std;
class BankAccount {
private:
   string accountNumber;
   double balance;
public:
   // Constructor
   BankAccount(string accNumber, double initialBalance) {
      accountNumber = accNumber;
      balance = initialBalance;
      cout << "Bank account created for account number: " << accountNumber << endl;
   }
   // Destructor
   ~BankAccount() {
      cout << "Bank account closed for account number: " << accountNumber << endl;
   }
   void display() {
      cout << "Account Number: " << accountNumber << ", Balance: $" << balance << endl;
   }
};
int main() {
   BankAccount acc("12345678", 500.0);
   acc.display();
   return 0;
}
```

Output

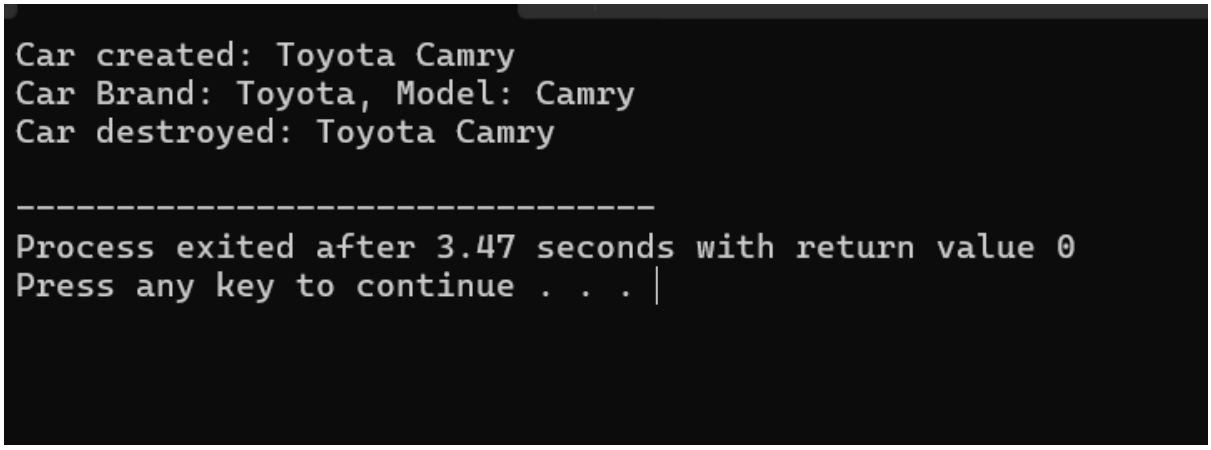


2. C++ Program to Create a Class for a Car

```
#include <iostream>
using namespace std;
class Car {
private:
   string model;
   string brand;
public:
   // Constructor
   Car(string carBrand, string carModel) {
      brand = carBrand;
      model = carModel;
      cout << "Car created: " << brand << " " << model << endl;
   }
   // Destructor
   ~Car() {
      cout << "Car destroyed: " << brand << " " << model << endl;
   }
   void display() {
      cout << "Car Brand: " << brand << ", Model: " << model << endl;
   }
```

```
};
int main() {
    Car car("Toyota", "Camry");
    car.display();
    return 0;
}
```

Output

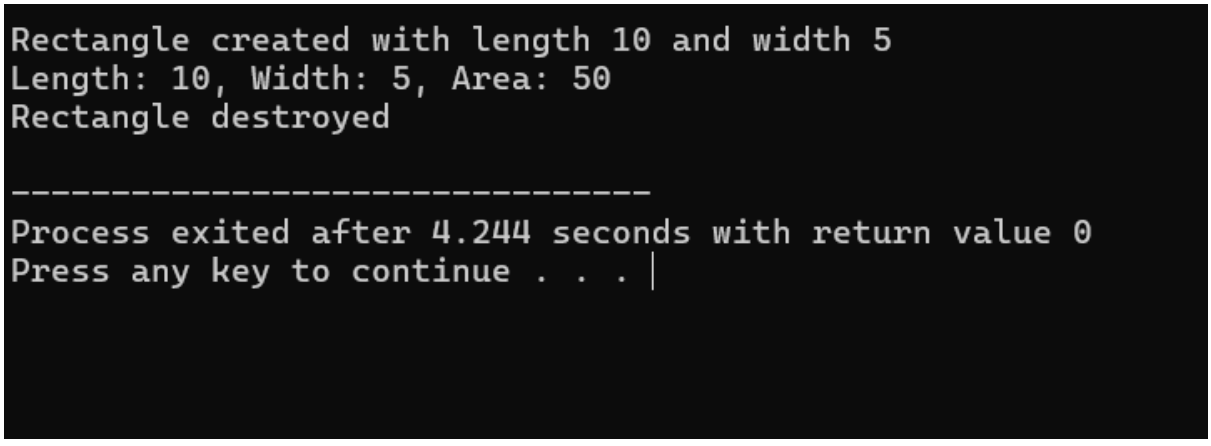


3. C++ Program to Create a Class for a Rectangle

```
#include <iostream>
using namespace std;
class Rectangle {
private:
    double length;
    double width;
public:
    // Constructor
    Rectangle(double l, double w) {
        length = l;
        width = w;
        cout << "Rectangle created with length " << length << " and width " << width << endl;
```

```
    }
    // Destructor
    ~Rectangle() {
        cout << "Rectangle destroyed" << endl;
    }
    double area() {
        return length * width;
    }
    void display() {
        cout << "Length: " << length << ", Width: " << width << ", Area: " << area() << endl;
    }
};
int main() {
    Rectangle rect(10.0, 5.0);
    rect.display();
    return 0;
}
```

Output



4. C++ Program to Create a Class for a Book

```
#include <iostream>
using namespace std;
class Book {
private:
    string title;
    string author;
public:
    // Constructor
    Book(string bookTitle, string bookAuthor) {
        title = bookTitle;
        author = bookAuthor;
        cout << "Book created: " << title << " by " << author << endl;
    }
    // Destructor
    ~Book() {
        cout << "Book destroyed: " << title << " by " << author << endl;
    }
    void display() {
        cout << "Title: " << title << ", Author: " << author << endl;
    }
};
int main() {
    Book book("1984", "George Orwell");
    book.display();
    return 0;
}
```

Output

```
Book created: 1984 by George Orwell
Title: 1984, Author: George Orwell
Book destroyed: 1984 by George Orwell

--------------------------------
Process exited after 10.31 seconds with return value 0
Press any key to continue . . .
```

5. C++ Program to Create a Class for a Student

```
#include <iostream>
using namespace std;
class Student {
private:
    string name;
    int rollNumber;
public:
    // Constructor
    Student(string studentName, int studentRollNumber) {
        name = studentName;
        rollNumber = studentRollNumber;
        cout << "Student created: " << name << " with roll number " << rollNumber << endl;
    }
    // Destructor
    ~Student() {
        cout << "Student destroyed: " << name << " with roll number " << rollNumber << endl;
    }
    void display() {
        cout << "Name: " << name << ", Roll Number: " << rollNumber << endl;
    }
};
```

```
int main() {
    Student student("John Doe", 123);
    student.display();
    return 0;
}
```

Output