Assignment -32 A Job Ready Bootcamp in C++, DSA and IOT MySirG

Overriding, overloading, constructor in inheritance

- 1. Create a class FLOAT that contains one float data member. Overload all the four arithmetic operators so that they can operate on the objects of FLOAT.
- 2. Define a class Rectangle and overload area function for different types of data type.
- 3. Define a base class Animals having member function sound(). Define another derived class from Animals class named Dogs. You need to override the sound function of the base class in the derived class.
- 4. Define a class Addition that can add 2 or 3 numbers of different data types using function overloading.
- 5. Define a class A having multiple constructors. Define another class B derived from class A. Create derived class constructors and show use of constructor in this single inheritance.
- 6. C++ Program to illustrate the use of Constructors in multilevel inheritance of your choice.
- 7. C++ Program to illustrate the use of Constructors in single inheritance of your choice.
- 8. Write a C++ program to find the factorial of a number using copy constructor
- 9. Write a C++ program to calculate the area of triangle, rectangle and circle using constructor overloading. The program should be menu driven.
- 10. Create a C++ class for player objects with the following attributes: player no., name, number of matches and number of goals done in each match. The number of matches varies for each player. Write a parameterized constructor which initializes player no., name, number of subjects and creates an array for number of goals and number of matches dynamically.