

Lab 1 Array of object

```
1  #include<iostream>
2  using namespace std;
3
4  class books
5  {
6  char title[30];
7  float price;
8
9  public:
10
11  void getdata();
12  void putdata();
13
14  };
15
16  void books::getdata()
17  {
18  cout<<"Title:";
19  cin>>title;
20  cout<<"Price:";
21  cin>>price;
22  }
23
24  void books::putdata()
25  {
26  cout<<"Title:"<<title<<"\n";
27  cout<<"Price:"<<price<<"\n";
28  }
29
30  const int size=3;
31
32  int main()
33  {
34  books book[size];
35
36  for(int i=0;i<size;i++)
37  {
38  cout<<"Enter details book "<<(i+1)<<"\n";
39  book[i].getdata();
40  }
41
42  for(int i=0;i<size;i++)
43  {
44  cout<<"\nBook "<<(i+1)<<"\n";
45  book[i].putdata();
46  }
47
48  return 0;
49
50
51 }
```

C:\Users\user\Documents\arrayofobject.exe

```
Enter details book 1
Title:
```

This example requires user to enter 3 books and it will display the details.

Lab 2 Accessing array in objects

```
1 // This program demonstrates an array of class objects.
2 #include <iostream>
3 #include <iomanip>
4 #include "InventoryItem.h"
5 using namespace std;
6
7 int main()
8 {
9     const int NUM_ITEMS = 5;
10    InventoryItem inventory[NUM_ITEMS] = {
11        InventoryItem("Hammer", 6.95, 12),
12        InventoryItem("Wrench", 8.75, 20),
13        InventoryItem("Pliers", 3.75, 10),
14        InventoryItem("Ratchet", 7.95, 14),
15        InventoryItem("Screwdriver", 2.50, 22) };
16
17    cout << setw(14) << "Inventory Item"
18         << setw(8) << "Cost" << setw(8)
19         << setw(16) << "Units On Hand\n";
20    cout << "-----\n";
21
22    for (int i = 0; i < NUM_ITEMS; i++)
23    {
24        cout << setw(14) << inventory[i].getDescription();
25        cout << setw(8) << inventory[i].getCost();
26        cout << setw(7) << inventory[i].getUnits() << endl;
27    }
28
29    return 0;
30 }
```

Program Output

Inventory Item	Cost	Units On Hand
Hammer	6.95	12
Wrench	8.75	20
Pliers	3.75	10
Ratchet	7.95	14
Screwdriver	2.5	22

You need to create header for this program. This example is accessing an array of class object.