```
(27-09-22)C++program
OBJECT ORIENTED PROGRAMMING-C++:DSA0136
```

## 1. program for addition of two numbers using class

```
#include<iostream>
using namespace std;
class SUM
      inta,b,c;
      public:
            void getdata()
                        cout<<"enter two values:";
      cin>>a>>b;
            void putdata()
                  cout<<"sum of two numbers:";</pre>
                  c=a+b;
                  cout<<c;
};
main()
```

## 2.programto find the biggest number using class and object

```
#include<iostream>
using namespace std;
class big
{
    int x,y,z;
    public:
        void getdata();
};
void big:: getdata()
{
```

```
cout<<"enterthree values:";
cin>>x>>y>>z;
if(int(x)&&int(y)&&int(z))
      if(x>y\&\&x>z)
            cout<<x<"is biggest";
      elseif(y>z&&y>x)
      cout<<y<<"isbiggest";</pre>
                         else
                         cout<<z<"is greatest";
                         else
                               cout<<"enter correct input";</pre>
main()
      Bigb;
      b.getdata();
```

Output:

```
enter three values:45 67 12
67is biggest
Process exited after 8.554 seconds with return value 0
Press any key to continue . . . _
```

# 3.programforarthmatic operations using class

```
#include<iostream>
using namespace std;
class operation
{
    int a,b,choice,sum,sub,mul;
    float div;
    public:
        void getdata()
        {
            cout<<"enter a and b values:";
            cin>>a>>b;
        }
        void putdata()
        {
            void putdata()
        }
}
```

```
cin>>choice;
                    switch(choice)
                           case 1:
                                 cout<<"The Addition result is "<<a+b;</pre>
                                 break;
                                 case 2:
                                        cout<<"The subtraction is"<<a-b;</pre>
                                        break;
                                        case 3:
                           cout<<"The multiplication is"<<a*b;</pre>
                                               break;
                                               case 4:
                                 cout<<"The division is"<<a/b;</pre>
                                                     break;
                                                     default:
                                               cout<<"enter correct choice";</pre>
                                                            break;}
};
main()
{operation o;
      o.getdata();
```

cout<<"enter choice:";

#### 4.programabout the function overloading with class

```
#include <iostream>
using namespace std;
class Cal {
  public:
int add(int a,int b) {
    return a + b;
  }
float add(int a, float b, float c)
    {    return a + b + c;
  }
};
int main() {
    Cal C;
```

```
cout<<C.add(10,20)<<endl;
cout<<C.add(12,2.7,56.8);
  return0;
}
Output:

b40
  80.7
  Process exited after 0.0301 seconds with return value 0
  Press any key to continue . . . _</pre>
```

## 5.programto find the student report

```
#include<iostream>
using namespace std;
main()
{
    int m1,m2,m3,avg,total;
    char name[20];
    cout<<"enter m1,m2,m3";
    cin>>m1>>m2>>m3;
    total=m1+m2+m3;
```

```
cout<<"total = "<<total;
     avg=total/3;
     cout<<"average is = "<<avg;
     if(m1>=50&&m2>50&&m3>50)
     if(avg >= 90)
     cout<<"A grade";
     elseif(90>avg>80)
     cout<<"B grade";
     else if ("70>avg>80")
     cout<<"C grade";
     elseif(60>avg>70)
     cout<<"no grade";</pre>
     else if (avg < 50)
     cout<<"fail";
Output:
enter m1,m2,m358 70 90
 total = 218average is = 72C grade
Process exited after 12.27 seconds with return value 0
 Press any key to continue . . .
6.programforswapping of numbers using call by value
#include < iostream >
using namespace std;
void change(int data);
```

```
int main()
int data = 7;
change(data);
cout<< "Value of the data is: " << data << endl;
return 0;
void change(int data)
data = 17;
Output:
Value of the data is: 7
Process exited after 0.033 seconds with return value 0
 Press any key to continue . . .
```