**Object Oriented Programming**

**BESE-16A Quiz # 1**

**Question 1: Show the output of the following program. Marks[6]**

**#include <iostream.h>  
class Base{  
 public:  
 Base(){cout<<”Base”<<endl;}  
 Base(int i){cout<<”Base”<<i<<endl;}  
 ~Base(){cout<<”Base Destructor”<<endl;}**

**};**

**class Derived:public Base{  
 public:  
 Derived(){cout<<”Derived”<<endl;}  
 Derived(int i):Base(i){cout<<”Derived”<<i<,endl;}  
 ~Derived(){cout<<”Derived Destructor”<<endl;}**

**};**

**void main(){  
 Base b;  
 Derived d(2);}**

**Question 2: Show the output of the following program. Marks[4]**

**class ss{  
 static int c;  
 public:  
 static void set() { c++; }  
 void display(){cout<< c; }**

**};  
int ss::c=12;**

**void main(){  
 ss obj;  
 obj.set();  
 ss::set();  
 obj.display();**

**}**

**Question 3: Marks[10]**

Imagine a publishing company that markets both book and audiocassette version of its works. Create a class **Publication** that stores the title (a string/character array) and price (type float) of a publication. From this class derive two classes: **Book,** which adds a page count (Type int); and **Tape,** which adds a playing time in minutes (type float). Each of these three classes should have a **getData()** function to get its data from the user at the keyboard and **putData()** function to display its data.

Write a **main()** program to test the **Book** and **Tape** classes by creating instances of them, asking the user to fill in data with **getData()**, and then displaying the data with **putData().**

***Note:*** *Make sure to call the base class functions appropriately.*