Week-5-6

1. Defining functions inside and outside class.

#include <iostream>

using namespace std;

class SWAP {

public:

float num1 = 0, num2 = 0;

// Method to swap values of num1 and num2 of the instance

void swaP(float a, float b) {

num1 = b;

num2 = a;

}

};

// Function that performs the swap

void Swap(float &a, float &b) {

SWAP num;

num.swaP(a, b);

// The swap results are stored in num.num1 and num.num2, but we need to reflect them back

// Here, we should be updating a and b, which are not directly updated in this design

a = num.num1; // Update original variables

b = num.num2; // Update original variables

}

int main() {

SWAP num; // Not used but kept for consistency with your code structure

float a, b;

cout << "\nValue of A: ";

cin >> a;

cout << "\nValue of B: ";

cin >> b;

Swap(a, b); // Perform the swap

cout << "Value of a: " << a << endl;

cout << "Value of b: " << b << endl;

return 0;

}