Title: Object as an function arguments

Objective:

- To be familiar with how to pass an object as an argument and how to return object
- To solve problems by passing object as an argument

Theory:

Object can be passed in two different ways:

- 1. **Pass-by-value** where a copy of the entire object is passed to the function. Here, any changes made to the formal object parameters do not affect the actual object parameters.
- 2. **Pass-by reference** where only the address of the object is transferred to the function. Here, any changes made to the formal object parameters will be reflected in the actual object parameters also.
 - 1. Write a Program to find sum of two complex number by passing object as an argument.

```
#include<iostream>
using namespace std;
class complex{
       private:
               int real,imag;
       public:
               void getcomplex(){
                       cout<<"Enter the real part"<<endl;
                       cin>>real;
                       cout<<"Enter the imaginary part"<<endl;
                       cin>>imag;
               }
               void display(){
                       cout<<real<<"+"<<imag<<"i"<<endl;
               }
               void addcomplex(complex c1,complex c2){
                       real=c1.real+c2.real;
                       imag=c1.imag+c2.imag;
               }
};
int main(){
       complex c1,c2,c3;
       c1.getcomplex();
       c2.getcomplex();
       c3.addcomplex(c1,c2);
       c3.display();
       return 0;
}
```

2. Write a Program to find sum of two complex number by passing and returning object as an argument.

```
#include<iostream>
using namespace std;
class complex{
        private:
                int real, imag;
        public:
                void getcomplex(){
                        cout<<"Enter the real part"<<endl;
                        cin>>real;
                        cout<<"Enter the imaginary part"<<endl;
                        cin>>imag;
                }
                void display(){
                        cout<<real<<"+"<<imag<<"i"<<endl;
                complex addcomplex(complex c1,complex c2){
                        complex temp;
                        temp.real=c1.real+c2.real;
                        temp.imag=c1.imag+c2.imag;
                        return temp;
                }
};
int main(){
        complex c1,c2,c3,result;
        cout<<"for c1"<<endl;</pre>
        c1.getcomplex();
        cout<<"for c2"<<endl;</pre>
        c2.getcomplex();
        result=c3.addcomplex(c1,c2);
        cout<<"the sum of two complex number is"<<endl;</pre>
        result.display();
        return 0;
}
```

3. Write a program to find sum of two complex number, function call by one object passing second object as function argument and return third object adding two objects. Hint:

```
c3=c1.addComplex(c2);
#include<iostream>
using namespace std;
class complex{
        private:
                int real,imag;
        public:
                void getcomplex(){
                        cout<<"Enter the real part"<<endl;</pre>
                        cin>>real;
                        cout<<"Enter the imaginary part"<<endl;
                        cin>>imag;
                }
                void display(){
                        cout<<real<<"+"<<imag<<"i"<<endl;
                }
                complex addcomplex(complex c2){
                        complex temp;
                        temp.real=real+c2.real;
                        temp.imag=imag+c2.imag;
                        return temp;
                }
};
int main(){
        complex c1,c2,c3;
        cout<<"for c1"<<endl;</pre>
        c1.getcomplex();
        cout<<"for c2"<<endl;</pre>
        c2.getcomplex();
        c3=c1.addcomplex(c2);
        cout<<"the sum of two complex number is"<<endl;</pre>
        c3.display();
        return 0;
}
```

- 4. Perform similar operation in above (Que no. 1,2,3) for
 - i. Addition of two times with data members hours, minutes and seconds
 - a. By passing object as an argument.

```
#include<iostream>
using namespace std;
class time{
    private:
           int hrs, mins, sec;
    public:
           void gettime(){
                   cout<<"Enter the hrs"<<endl;
                   cin>>hrs;
                   cout<<"Enter the mins"<<endl;
                   cin>>mins;
                   cout<<"Enter the second"<<endl;
                   cin>>sec;
           }
           void display(){
                   cout<<hrs<<"hrs:"<<mins<<"Mins:"<<sec<<"Sec";
           void addtime(time t1,time t2){
                   sec=t1.sec+t2.sec;
                   mins=t1.mins+t2.mins;
                   hrs=mins/60;
                   mins=mins%60+sec/60;
                   sec=sec%60;
                   hrs=hrs+t1.hrs+t2.hrs;
           }
};
  int main(){
    time t1,t2,t3;
    cout<<"for t1"<<endl;
    t1.gettime();
    cout<<"for t2"<<endl;
   t2.gettime();
    t3.addtime(t1,t2);
    cout<<"sum of two time"<<endl;
   t3.display();
    return 0;
    }
```

```
b. By passing and returning object as an argument.
    #include<iostream>
    using namespace std;
    class time{
       private:
               int hrs, mins, sec;
       public:
               void gettime(){
                       cout<<"Enter the hrs"<<endl;
                       cin>>hrs;
                       cout<<"Enter the mins"<<endl;
                       cin>>mins;
                       cout<<"Enter the second"<<endl;
                       cin>>sec;
               }
               void display(){
                       cout<<hrs<<"hrs:"<<mins<<"Mins:"<<sec<<"Sec";
               }
               time addtime(time t1,time t2){
                 time temp;
                       temp.sec=t1.sec+t2.sec;
                       temp.mins=t1.mins+t2.mins;
                       temp.hrs=temp.mins/60;
                       temp.mins=temp.mins%60+temp.sec/60;
                       temp.sec=temp.sec%60;
                       temp.hrs=temp.hrs+t1.hrs+t2.hrs;
                       return temp;
               }
   };
      int main(){
       time t1,t2,t3,result;
       cout<<"for t1"<<endl;
       t1.gettime();
       cout<<"for t2"<<endl;
       t2.gettime();
               result=t3.addtime(t1,t2);
               cout<<"sum of two time"<<endl;
               result.display();
               return 0;
       }
```

c. By one object passing second object as function argument and return third object adding two objects. #include<iostream> using namespace std; class time{ private: int hrs, mins, sec; public: void gettime(){ cout<<"Enter the hrs"<<endl; cin>>hrs; cout<<"Enter the mins"<<endl; cin>>mins; cout<<"Enter the second"<<endl; cin>>sec; } void display(){ cout<<hrs<<"hrs:"<<mins<<"Mins:"<<sec<<"Sec"; } time addtime(time t2){ time temp; temp.sec=sec+t2.sec; temp.mins=mins+t2.mins; temp.hrs=temp.mins/60; temp.mins=temp.mins%60+temp.sec/60; temp.sec=temp.sec%60; temp.hrs=temp.hrs+hrs+t2.hrs; return temp; } **}**; int main(){ time t1,t2,t3,result; cout<<"for t1"<<endl; t1.gettime(); cout<<"for t2"<<endl; t2.gettime(); t3=t1.addtime(t2); cout<<"sum of two time"<<endl; t3.display(); return 0;

}