Reality Check: Week 4

Word Problem (Question #1)

```
#include <iostream>
using namespace std;
class Count
   Function declared as friend of Count Class.
    int x;
public:
   Count() // Default Constructor of Count Class
Defined.
   {
       x = 0;
   Class Defined.
   {
       cout << "X = " << x << endl << endl;
    }
};
Defined.
   obj.x = val;
}
void main()
   Count objCounter;
   cout << "objCounter.x after instantiation: ";</pre>
   objCounter.print();
   cout << "objCounter.x after call to setX Friend</pre>
Function: ";
   setX(objCounter, 8);
   objCounter.print();
   cout << endl << endl;</pre>
}
```

Word Problem (Question #2)

```
#include <iostream>
using namespace std;
class Square; //Class Declaration
class Rectangle
    int width, height;
public:
    Rectangle() // Default Constructor Defined
       width = height = 0;
    }
    Rectangle(int x, int y) //Parameterized Constructor
Defined
    {
       width = x, height = y;
    Defined
    {
       return width * height;
    Rectangle Class Declared
};  // End of Rectangle Class
class Square // Square Class Defined
    friend class Rectangle; // Rectangle Class declared
as Friend of Square Class.
    int side;
public:
    Square (int a) : side(a) // Parameterized
Constructor of Square Class Defined.
};
```

```
Function of Rectangle Class Defined.
{
    width = obj.side;
    height = obj.side;
}
void main()
    Rectangle objRect(6,3);  // Object of Rectangle
Class created.
    cout << "The area of a Rectanle is: ";</pre>
    cout << objRect.area();</pre>
    cout << endl;</pre>
    Square objSqr(4); // Object of Square
Class created.
    objRect.convert(objSqr);
    cout << "The area of a Square is: ";</pre>
    cout << objRect.area();</pre>
    cout << endl << endl;</pre>
}
```

Word Problem (Question #3)

```
#include <iostream>
using namespace std;
class Outside
private:
     int a, b, c;
public:
     Outside() //Constructor of Outside Class.
         a = 2, b = 4, c = 6;
     void show()
          cout << "The Values of Outside Class are: " <<</pre>
endl;
         cout << "A = " << a << "\t" << "B = " << b <<
"\t" << "C = " << c << endl << endl;
     }
     class Nested
     private:
          int x, y, z;
     public:
          Nested()
               x = 5, y = 7, z = 9;
          void show()
               cout << "The values of Nested Class are: "</pre>
<< endl;
              cout << "X = " << x << "\t" << "Y = " << y
<< "\t" << "Z = " << z << endl << endl;
     }; //Nested Class End.
};
     // Outside Class End.
void main()
```

Word Problem (Question #4)

```
#include <iostream>
using namespace std;
class One
     int a;
public:
     One()
     {
          cout << " Enter the value in A: " << endl;</pre>
          cin >> a;
     void display()
          cout << "The value of A is: " << a << endl <<</pre>
endl;
     }
};
One objA; // Global Object declared.
void main()
     class Two // Local Class Defined.
          int b;
     public:
          Two()
          {
                cout << "Enter the values in B: " << endl;</pre>
                cin >> b;
          }
          void display()
               cout << "The value of B is: " << b << endl;</pre>
          }
     };
     Two objB; // Local Object Declared.
     //Calling the member functions of respective classes.
     objA.display();
     objB.display();
}
```

Word Problem (Question #5)

```
#include <iostream>
using namespace std;
class account
private:
     int accno;
     double balance;
     static double rate; // static data member declared
public:
     account()
          cout << "Enter the Account number" << endl;</pre>
          cin >> accno;
          cout << "Enter Balance: " << endl;</pre>
          cin >> balance;
          cout << endl;</pre>
     void display();
     void rateCalculate();
     static void modifyRate(double); // static member
function declared
};
void account::display()
{
     cout << "\n Account number is : " << accno << endl;</pre>
     cout << "\n Interest is : " << rate << endl;</pre>
     cout << "\n Balance is : " << balance << endl << endl;</pre>
}
void account::rateCalculate()
{
     double interest = (balance * rate * 0.25) / 100;
     balance += interest;
}
void account::modifyRate(double increment) // static
member function defined.
{
     rate += increment;
     cout << "Modified Rate of Interest: " << rate << endl;</pre>
```

```
double account::rate = 0.05;  // static data member
initialized.

void main()
{
    // creating object one of class account.
    account oneAccount = account();
    account::modifyRate(0.01);
    oneAccount.rateCalculate();
    oneAccount.display();

    // creating object two of class Account.
    account twoAccount = account();
    twoAccount.rateCalculate();
    twoAccount.display();
}
```