

Assignment 1

1. Illustrate following concepts with example.
 - a. Class and Object
 - b. Data hiding
 - c. Abstraction
 - d. Inheritance
2. Explain the importance of following in C++ environment.
 - a. setw manipulator
 - b. static_cast
 - c. using namespace
3. Explain the concept of overloaded functions with an example.
4. Illustrate the concept of default argument function with example.
5. Describe how const keyword is applicable while passing arguments.
6. Write a program that contains the following functions. A starline that accepts a number and display the lines of stars. Area circle that accepts the radius and returns the area of circle. Area triangle that accepts the arguments and returns the area of triangle.

Following is the sample output:

Area of circle with radius r = area

Area of triangle with base b and h = area

7. Define a class to represent a bank account. Every account has name of depositor, account number, type of account and balance amount. Account supports following functionalities.
 - a. To assign initial values
 - b. To Deposit an amount.
 - c. To withdraw an amount after checking the balance after verifying for the sufficient balance.
 - d. To display all the details of bank account.
