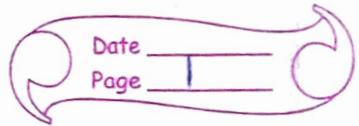


ESFP-2 Assignment-2



(1) Write a function called `reversit()` that reverses a C-string (an array of char). Use a for loop that swaps the first & last characters, then the second and next-to-last characters, and so on. The string should be passed to `reversit()` as an argument.

Ans

```
#include <iostream>
#include <cstring>
using namespace std;

void reversit (char str[])
{
    char ch;
    int len, j;
    len = strlen(str);
    j = len - 1;
    for (int i=0; i<len/2; ++i)
    {
        ch = str[i];
        str[i] = str[j];
        str[j] = ch;
        j--;
    }
}
```

```
int main()
{
    char str[20];
```

```

cout << "In Enter string: " << endl;
gets(str);
reverse(str);
cout << "In Reversed string: " << str;
return 0;
}

```

A(2) (i) Drug object \rightarrow 40 bytes
 Pain reliever \rightarrow 118 bytes

(ii) Drug:: enterdrugdetails()

Drug:: void showdrugdetails()

Tablet:: entertabletdetails()

Tablet:: showtabletdetails()

PainReliever:: enterdetails()

PainReliever:: showdetails()

(iii) Data Members :-

\hookrightarrow Tablet:: tablet_name [30];

\hookrightarrow Tablet:: volume_label [20];

\hookrightarrow Tablet:: price;

Member Functions :-

\hookrightarrow Drug:: enterdrugdetails()

\hookrightarrow Drug:: showdrugdetails()

\hookrightarrow Tablet:: entertabletdetails()

\hookrightarrow Tablet:: showtabletdetails()

(iv) Data members :- Tablet:: price.

(3) Write a program to arrange subject names in ascending order for class subject with use of pointers or pointers.

Sol^n

```
#include <iostream>
#include <cstring>
using namespace std;
```

```
class subject
{
```

```
    char sub[3][10];
```

```
    char (*ptr)[10] = sub;
```

```
public:
```

```
    void input()
    {
```

```
        cout << "Enter 3 subject names" << endl;
```

```
        for (int i=0; i<3; ++i)
        {
```

```
            cout << "Subject: " << i+1 << ":";
```

```
            gets (sub[i]);
```

```
}
```

```
}
```

```
    void sort()
```

```
{
```

```
    char ch[10];
```

```
    for (int i=0; i<3; ++i)
```

```
{
```

```
        for (int j=0; j<3; ++j)
```

```
{
```

```
            if (strcmp (* (ptr+j), * (ptr+i)) > 0)
```

{

strcpy (ch, * (ptr + i));

strcpy (* (ptr + i), * (ptr + j));

strcpy (* (ptr + j), ch);

}

}

}

void display () {

for (int i=0; i<3; ++i)

{

cout << sub[i] << " ";

}

};

int main()

{

subject obj;

obj.input();

obj.sort();

obj.display();

return 0;

}

(4) Write program to create a class ~~of~~ shape ... ,

Ans

```
#include <iostream>
```

```
#include <cmath>
```

```
using namespace std;
```

```
class shape
```

```
{
```

```
protected:
```

```
float aoc, aor, aot, r, l, b, bl, b2, h;
```

```
public:
```

```
virtual void area() {}
```

```
virtual void display() {}
```

```
};
```

```
class circle : public shape
```

```
{
```

```
public :
```

```
void area()
```

```
{
```

```
cout << "In Enter radius : ";
```

```
cin >> r; (Accepts float)
```

```
aoc = 3.14 * r * r;
```

```
}
```

```
void display()
```

```
{ cout << "In Area of circle : " << aoc; }
```

class rectangle : public shape
{

public:

void area () {

cout << "In Enter length & breadth of rectangle:" ;

cin >> l >> b;

aor = l * b;

}

void display () {

cout << "In Area of rectangle:" << aor;

}

}

class trapezoid : public shape

{

public:

void area ()

{

cout << "In Enter height of trapezoid:" ;

cin >> h;

cout << "In Enter length of each base of trapezoid:" ;

cin >> b1 >> b2;

aot = ((b1 + b2) / 2) * h;

}

void display () {

cout << "In Area of trapezoid:" << aot;

}

}

int main ()

{

shape *shapeptr;

shape S;

shapeptr = &S;

shapeptr → area();

shapeptr → display();

circle C;

rectangle R;

trapezoid T;

shapeptr = &C;

shapeptr → area();

shapeptr → display();

shapeptr = &R;

shapeptr → area();

shapeptr → display();

shapeptr = &T;

shapeptr → area();

shapeptr → display();

return 0;

{

(5) Create a Distance class with appropriate member functions &

Ans

```
#include <iostream>
```

```
#include <fstream>
```

```
using namespace std;
```

```
class Distance {
```

```
private:
```

```
int feet;
```

```
float inches;
```

```
public:
```

```
Distance() { }
```

```
Distance(int ft, float in) : feet(ft), inches(in)
```

```
void getdist()
```

```
{
```

```
cout << "In Enter feet:";
```

```
cin >> feet;
```

```
cout << "In Enter inches:";
```

```
cin >> inches;
```

```
}
```

```
void showdist()
```

```
{
```

```
cout << feet << "-" << inches << "\n";
```

```
}
```

```
y;
```

```
int main() {
    char ch;
    Distance obj;
    fstream file;
    file.open ("distance.txt", ios::app | ios::out | ios::in);
    do
    {
        cout << "In Distance";
        obj.getdist();
        file.write ((char*) &obj, sizeof(obj));
        cout << "Enter another distance (y/n)? ";
        cin >> ch;
    } while (ch == 'y');
    file.seekg(0);
    file.read ((char*) &obj, sizeof(obj));
    int count = 0;
    while (!file.eof())
    {
        cout << "In Distance " << ++count << ":";
        obj.showdist();
        file.read ((char*) &obj, sizeof(obj));
    }
    cout << endl;
    return 0;
}
```

(6)

create a class to add Two times provided in hour minute format.

Soln

```
#include <iostream>
using namespace std;
```

```
class Time
```

```
{
```

```
    int hour1, min1; hour2, min2, hour, min;
```

```
public:
```

```
    void input();
```

```
    cout << "Enter first time :- " << endl;
```

```
    cout << "Hours: ";
```

```
    cin >> hour1;
```

```
    cout << "Minutes: ";
```

```
    cin >> min1;
```

```
    cout << "Enter second time :- " << endl;
```

```
    cout << "Hours: ";
```

```
    cin >> hour2;
```

```
    cout << "minutes: ";
```

```
    cin >> min2;
```

```
}
```

```
void sum()
```

```
{
```

```
    min = min1 + min2;
```

```
    hour = hour1 + hour2 + (min / 60);
```

```
    min = min % 60;
```

```
}
```

```
void display()
```

{

```
cout << "Total time is: " << hours << mins  
     << " mins";
```

}

};

```
int main()
```

{

```
Time obj;
```

```
obj. input();
```

```
obj. sum();
```

```
obj. display();
```

```
return 0;
```

}

