Institute of Computer Technology B. Tech Computer Science and Engineering Subject: ESFP-II (2CSE203)

PRACTICAL-7

AIM: - To learn about Inheritance in C++.

1. Implement a class government having two subclasses finance and defense. Now make a child Minister which should have finance and defense as parent class. Classes Government must possess a function Budget which display the message you will get budget less than 4000 crores. Make the object of Minister and access the function budget.

```
#include <iostream>
using namespace std;
class Government{
  public:
  void Budget()
  cout<<"\nYou will get budget less than 4000 crores."
};
class Finance: public Government {
};
class Defence: public Government
};
class Minister: public Finance, Defence{
};
int main()
  Minister obj;
  obj.Finance::Budget();
  return 0;
```

```
PS C:\Users\Admin\Google Drive\B-Tech\SEM-2\ESFP-2\ESFP-Practic
als\Prac-7> cd "c:\Users\Admin\Google Drive\B-Tech\SEM-2\ESFP-2
\ESFP-Practicals\Prac-7\" ; if ($?) { g++ P7Q1.cpp -o P7Q1 } ;
if ($?) { .\P7Q1 }

You will get budget less than 4000 crores.
PS C:\Users\Admin\Google Drive\B-Tech\SEM-2\ESFP-2\ESFP-Practic
als\Prac-7>
```

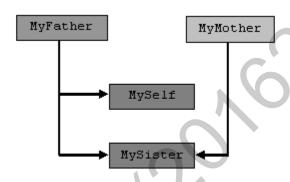
2. Create two classes, A and B, with default constructors that announce themselves. Inherit a new class called C from A, and create a member object of B in C, but do not create a constructor for C. Create an object of class C and observe the results.

```
#include<iostream>
using namespace std;
class A
{
  public:
  A()
  {
    cout<<"\nThis is class A";
};
class B
  public:
  B()
    cout<<"\nThis is class B.
};
class C:public A
  public:
  B obj;
int main()
  C obj1;
  return 0;
}
```

```
PS C:\Users\Admin\Google Drive\B-Tech\SEM-2\ESFP-2\ESFP-Practic
als\Prac-7> cd "c:\Users\Admin\Google Drive\B-Tech\SEM-2\ESFP-2
\ESFP-Practicals\Prac-7\" ; if ($?) { g++ P7Q2.cpp -0 P7Q2 } ;
if ($?) { .\P7Q2 }

This is class A
This is class B.
PS C:\Users\Admin\Google Drive\B-Tech\SEM-2\ESFP-2\ESFP-Practic
als\Prac-7> []
```

3. Implement a following scenario using C++ Inheritance: (Use Name & Eye color Data member to print the results)



```
#include <iostream>
using namespace std;
class MyFather{
  public:
  void F(){
    cout<<"\nFather Name: Prakash";
    cout<<"\nEye Color: Green";
  }
};
class MyMother{
  public:
  void M(){
    cout<<"\nMother Name: Sangita";</pre>
    cout<<"\nEye Color: Dark-Brown";
class MySelf:public MyFather{
  public:
  void Y(){
    cout<<"\nMy Name: Yash";
    cout<<"\nEye Color: Dark-Brown";
```

```
}
};
class MySister:public MyMother, MyFather{
  public:
  void X(){
    cout<<"\nSister Name: XYZ";
    cout<<"\nEye Color: Black";
  }
};
int main(){
  MySelf obj;
  obj.F();
  obj.Y();
  MySister obj1;
  obj1.M();
  obj1.X();
  return 0;
OUTPUT:
PS C:\Users\Admin\Google Drive\B-Tech\SEM-2\ESFP-2\ESFP-Practic
als\Prac-7> cd "c:\Users\Admin\Google Drive\B-Tech\SEM-2\ESFP-2
\ESFP-Practicals\Prac-7\" ; if ($?) { g++ P7Q3.cpp -0 P7Q3 } ;
if ($?) { .\P7Q3 }
Father Name: Prakash
Eye Color: Green
My Name: Yash
Eye Color: Dark-Brown
Mother Name: Sangita
Eye Color: Dark-Brown
Sister Name: XYZ
Eye Color: Black
PS C:\Users\Admin\Google Drive\B-Tech\SEM-2\ESFP-2\ESFP-Practic
als\Prac-7>
```

Post Practical Work

1. Write a Program in C++ to illustrate the order of execution of constructors and destructors in inheritance.

```
#include<iostream>
using namespace std;
class A{
  public:
  A()
```

```
cout<<"First Constructor"<<endl;</pre>
  }
  ~A()
    cout<<"\nFirst Destructor"<<endl;</pre>
};
class B : public A{
  public:
  B()
  {
    cout<<"\nSecond Constructor"<<endl;</pre>
  }
  ~B()
    cout<<"\nSecond Destructor"<<endl;</pre>
  }
};
class C : public B{
  public:
  C()
    cout<<"\nThird Constructor"<<endl;
  ~C()
    cout<<"\nThird Destructor"<<endl;
};
int main()
  C obj;
  return 0;
```

```
PS C:\Users\Admin\Google Drive\B-Tech\SEM-2\ESFP-2\ESFP-Practicals\Prac-7> cd
"c:\Users\Admin\Google Drive\B-Tech\SEM-2\ESFP-2\ESFP-Practicals\Prac-7\";
if ($?) { g++ PPQ7.cpp -o PPQ7 } ; if ($?) { .\PPQ7 }
First Constructor

Second Constructor

Third Constructor

Third Destructor

Second Destructor

First Destructor

First Destructor

PS C:\Users\Admin\Google Drive\B-Tech\SEM-2\ESFP-2\ESFP-Practicals\Prac-7> [
```

```
2. #include <iostream>;
using namespace std;
class Info
char* name;
int Number;
public:
void getInfo()
cout << "Info::getInfo";</pre>
getName();
void getName()
cout << "Info::getName
class Name: public Info
char *name;
public:
void getName()
cout << "Name::getName";
void main()
Info *P;
```

```
Name n;
P = n;
p->getInfo();
}
```

ERRORS:

- Termination in include.
- As P is pointer it requires address.
- Syntax error in last line.

CORRECTED CODE:

```
#include <iostream>
using namespace std;
class Info
char* name;
int Number;
public:
void getInfo()
cout << "Info::getInfo";</pre>
getName();
void getName()
cout << "Info::getName";</pre>
}
};
class Name: public Info
char *name;
public:
void getName()
cout << "Name::getName";</pre>
int main()
Info *P;
Name n;
P = &n;
P->getInfo();
```

```
return 0;
}
```

```
PS C:\Users\Admin\Google Drive\B-Tech\SEM-2\ESFP-2\ESFP-Practicals\Prac-7> c
d "c:\Users\Admin\Google Drive\B-Tech\SEM-2\ESFP-2\ESFP-Practicals\Prac-7\"
; if ($?) { g++ PPQ7.cpp -0 PPQ7 } ; if ($?) { .\PPQ7 }
Info::getInfoInfo::getName
PS C:\Users\Admin\Google Drive\B-Tech\SEM-2\ESFP-2\ESFP-Practicals\Prac-7>
```

3.

```
Find the output:
#include<iostream>
using namespace std;
class base {
int arr[10];
};
class b1: public base { };
class b2: public base { };
class derived: public b1, public b2 {};
int main(void)
{
cout << sizeof(derived);
return 0;
}
A.40
B.80
C. 0
```

OUTPUT:

D. 4

```
PS C:\Users\Admin\Google Drive\B-Tech\SEM-2\ESFP-2\ESFP-Practicals\Prac-7> c
d "c:\Users\Admin\Google Drive\B-Tech\SEM-2\ESFP-2\ESFP-Practicals\Prac-7\"
; if ($?) { g++ PPQ7.cpp -0 PPQ7 } ; if ($?) { .\PPQ7 }
80
PS C:\Users\Admin\Google Drive\B-Tech\SEM-2\ESFP-2\ESFP-Practicals\Prac-7>
■
```