

BANGLADESH UNIVERSITY OF BUSINESS AND TECHNOLOGY (BUBT) Dept. of CSE

Rupnagar, Mirpur-2, Dhaka-1216, Bangladesh Phone: PABX-9024266, 9024277, 9015397, 9020132-4, Fax: 9024399 E-mail: info@bubt.edu.bd, Website: www.bubt.edu.bd

EXAMINATION SCRIPT

(Filled up by class teacher)

Question No.	Mark Obtained
Total Mark	

(This part is filled up by students)

` 1 1	,
Name:	Md. Zobayer Hasan Nayem
Student ID:	19202103274
Intake - Section:	44-7
Program:	CSE
Course code:	121
Course title:	CSE 121
Trimester:	Summer 2020
Exam type:	Class Test-2
Date:	1 st November, 2020
Question option:	

Ars to the que No: 01 Is it possible to overload Timpul output operation using members function, yes, Because the overload operators is defined as a member instead of a friend. An overdoaded declaration is a declaration that is declared with the Some name as a previously decleared in the Some scope. When we all an previously oversloaded operator, The compiler Determines the most appropriate definition to the land comparing the argument type you have used to call the function on operation with the parameter types specified in the definitions * There is a code;

include Liostneam) wing mamespace Sta; class Distance & Lagrer Contrave de aldien 11 de Enaltoro int Jeets; on of moissant sudmount print inches; to protein sudmount a son builded si motoion public: friend. Am overdoaded declaration some inches = 0; and sol in tall mortande Distance (int f, inti) f me scope. When we all on; forested specaling Compilera deformines the most appropriate friend ostneam & soperation << (ostneam & oudput; output «"F: "<< D. feet (1"): "<< D. inches; refuent output, on noitsmut Execution the definitions ? O REDMI NOTE 8 PRO

friend isteam & operator >> (istream & input, Distance & D) {

input >> D. feet >> D. inches;

veetween input;

۶;

int main 0 1

Distance D1 (11, 10), D2 (5, 11), D3;

Coul 12" Enter the value of object: " << emal;

Cim >> D3;

Coul << " First Distance: " << D1 </ >

Coul << " Second Distance: " << D2 </p>

Coul

Coul

Thin a Distance: " << D3 </p>

Coul

return 0;