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**Reg# BSE203003**

**Subject: OOP LAB**

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## Practice Task:1

```
#include<iostream>
#include<string>
using namespace std;
class Car {
protected:
    string car_name;
    bool ignition;
    int current_speed;
public:
    void set_name()
    {
        cin >> car_name;
    }
    string get_name()
    {
        return car_name;
    }
    void set_ignition()
    {
        cin >> ignition;
    }
    bool get_ignition()
    {
        return ignition;
    }
    void set_speed()
    {
        cin >> current_speed;
    }
    int get_speed()
    {
        return current_speed;
    }
    Car(){
        set_name();
        set_ignition();
        set_speed();
    }

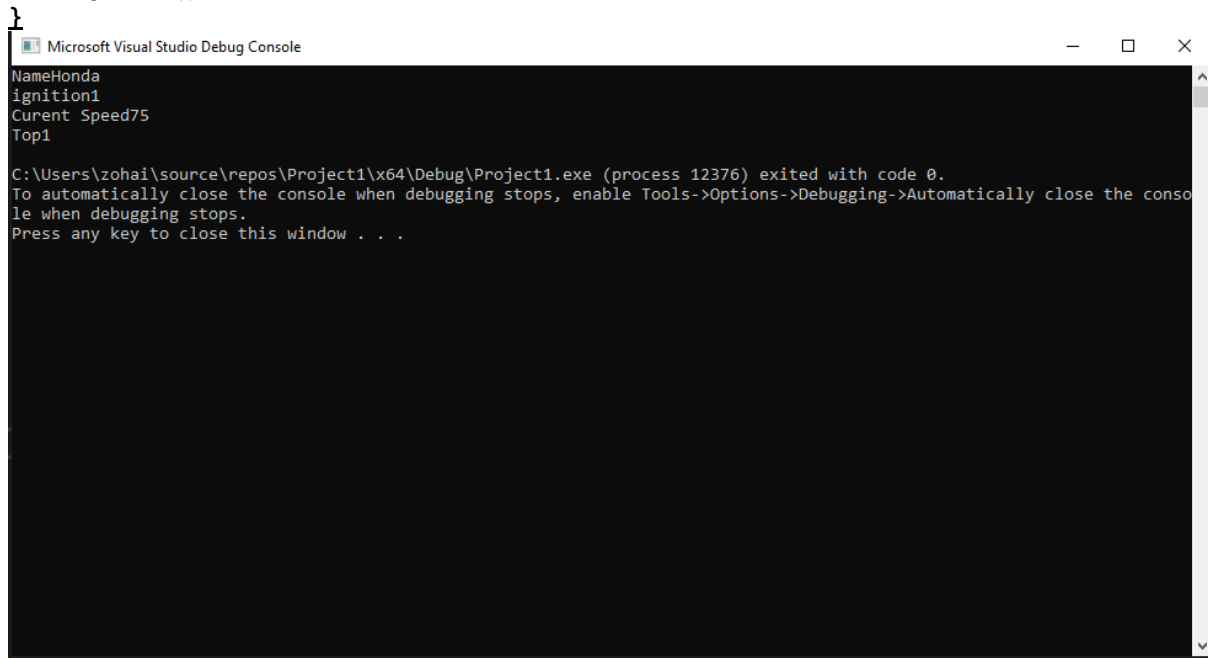
    Car(string name, bool ign, int speed)
    {
        car_name = name;
        ignition = ign;
        current_speed = speed;
    }

};
class Convertible :public Car {
protected:
    bool Top;
public:
    void set_top()
    {
        cin >> Top;
    }
    bool get_top()
    {
        return Top;
    }
    Convertible()
    {
```

```

        Top = false;
    }
    Convertible(string name, bool ign, int speed, bool top) : Car(name, ign, speed)
    {
        Top = top;
    }
    void show()
    {
        cout << "Name" << get_name() << endl;
        cout << "ignition" << get_ignition() << endl;
        cout << "Curent Speed" << get_speed() << endl;
        cout << "Top" << get_top() << endl;
    }
};
int main()
{
    Convertible obj("Honda", true, 75, true);
    obj.show();
}

```



The screenshot shows the Microsoft Visual Studio Debug Console window. The output of the program is displayed as follows:

```

NameHonda
ignition1
Curent Speed75
Top1

```

Below the output, a message from the operating system is visible:

```

C:\Users\zohai\source\repos\Project1\x64\Debug\Project1.exe (process 12376) exited with code 0.
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .

```

## Practice Task 2:

```

#include<iostream>
#include<string>
using namespace std;
class Company {
protected:
    string company_name;
    int company_id;
public:
    void set_name()
    {
        cin >> company_name;
    }
    string get_name()
    {
        return company_name;
    }
    void set_id()
    {

```

```

        cin >> company_id;
    }
    int get_id()
    {
        return company_id;
    }
    Company(string name, int id)
    {
        cout << "Enter name of the company" << endl;
        set_name();
        company_name = name;
        cout << "Enter Company id" << endl;
        set_id();
        company_id = id;
    }
};
class MobilePhone:public Company {
protected:
    string mobilephonename;
    int mobileid;
    int mobileprice;
public:
    void set_mobilenname()
    {
        cout << "Enter mobile phone name" << endl;
        cin >> mobilephonename;
    }
    string get_mobilenname()
    {
        return mobilephonename;
    }
    void set_mobileid()
    {
        cout << "Enter mobile id" << endl;
        cin >> mobileid;
    }
    int get_mobileid()
    {
        return mobileid;
    }
    void set_mobileprice()
    {
        cout << "Enter mobile price" << endl;
        cin >> mobileprice;
    }
    int get_mprice()
    {
        return mobileprice;
    }
    void show()
    {
        cout << "Company name:" << get_name() << endl;
        cout << "Company id:" << get_id() << endl;
        cout << "Mobile Phone name:" << get_mobilenname() << endl;
        cout << "Mobile id:" << get_mobileid() << endl;
        cout << "Mobile Price:" << get_mprice() << endl;
    }
    MobilePhone(string name,int id) :Company(name, id)
    {

```

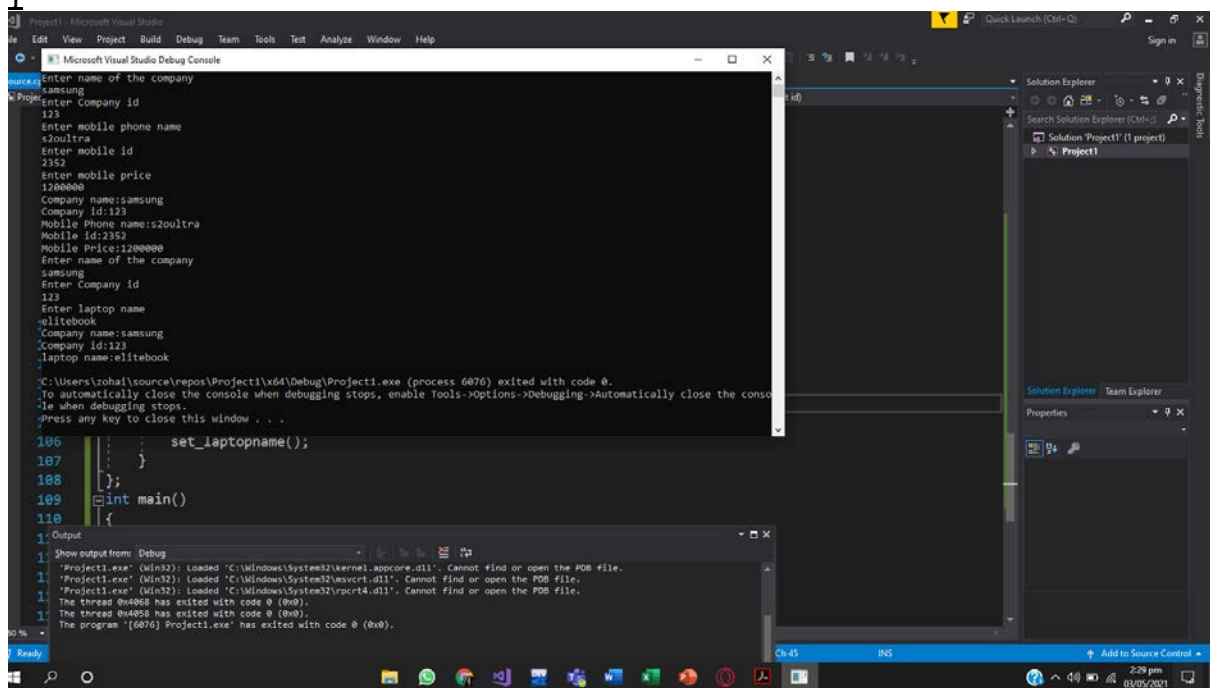
```

        set_mobilenamename();
        set_mobileid();
        set_mobileprice();
    }
};

class laptop :public Company {
protected:
    string laptop_name;
public:
    void set_laptopname()
    {
        cout << "Enter laptop name" << endl;
        cin >> laptop_name;
    }
    void show()
    {
        cout << "Company name:" << get_name() << endl;
        cout << "Company id:" << get_id() << endl;
        cout << "laptop name:" << laptop_name << endl;
    }
    laptop(string name,int id):Company(name,id)
    {
        set_laptopname();
    }
};

int main()
{
    MobilePhone obj("samsung",123);
    obj.show();
    laptop obj2("samsung", 123);
    obj2.show();
}

```



### Practice Task 3:

```

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

```

```

class Cafeservice {
protected:
    string order_id;
    int price;
public:
    Cafeservice()
    {
        order_id = "ord#0";
        price = 0;
    }
    Cafeservice(string id, int rates)
    {
        cout << "Enter order id" << endl;
        cin >> order_id;

        order_id = id;
        cout << "Enter price" << endl;
        cin >> price;

        price = rates;
    }
};

class StaffService :public Cafeservice {
protected:
    int service_fee;
    int cabin_number;
public:
    int total;
    void total_charges()
    {
        total = service_fee + price;
        cout << "Total bill is" << total << endl;
    }
    StaffService(string id, int rates, int sfee, int cnumber) :Cafeservice(id,
rates) {
        service_fee = sfee;
        cabin_number = cnumber;
    }
    void show()
    {
        cout << "Order id :" << order_id << endl;
        cout << "Price of food items:" << price << endl;
        cout << "Serice fee " << service_fee << endl;
        cout << "Cabin number" << cabin_number << endl;
        total_charges();
    }
};

int main()
{
    StaffService obj("order#1", 1400, 200, 3);
    obj.show();
}

```

