Paper Code : SWL:306

Paper Name : Software Lab IV (OOP in C++)

1. Write a cpp program which explains the use of scope resolution operator.
2. Write a cpp program which explains the use of a manipulators operator.
3. Write a cpp program which explains the use of reference variable.
4. Write a cpp program which explains the feature of an inline function.
5. Write a program that will overload the function volume() three times.
6. Write a C++ program that contains a class called 'temp' and member functions for accepting a temperature in Fahrenheit and displays it in Celcius.
7. Write a cpp program for arrays within a class. (how to use an array in a class)
8. Write a cpp program for static class member. (class member should be static variable.)
9. Write a cpp program which shows use of "static member function".
10. Write a cpp program which explain concept of an "array object".
11. Write a cpp program which explain concept of "object as arguments".
12. Write a cpp program for a friend function.
13. Write a cpp program for a function friendly to two classes.
14. Write a cpp program of a swapping private data of classes.
15. Write a cpp program which explain concept of a returning objects.
16. Write a cpp program for class with constructors.
17. Write a cpp program for overloaded constructors.
18. Write a cpp program of copy constructors.
19. Write a cpp program for implementation of destructors.
20. Write a cpp program for implementation of unary minus (-) operator.
21. Write a cpp program for implementation of binary plus (+) operator.
22. Write a cpp program for implementation of a single inheritance of public data member.
23. Write a cpp program for implementation of a single inheritance of private data member.
24. Write a cpp program of multilevel inheritance.
25. Write a cpp program of multiple inheritances.
26. Write a cpp program of hybrid inheritance.
27. Write a cpp program of virtual base class.
28. Write a cpp program in which use constructors in derived class.
29. Write a cpp program of initialization list in constructors.
30. Write a cpp program for implementation of pointers to objects.
31. Write a program to define an array of pointers to objects that can be used to access the individual objects.
32. Write a program to illustrate the use of **this** pointer.
33. Write a program to illustrate how pointers to a derived object are used.
34. Write a program to illustrate reading from two files simultaneously.
35. Write a program implementing I/O operation on characters of a file.