



INDIAN SCHOOL DARSAIT DEPARTMENT OF ICT



Subject:Computer Science

Topic: Constructor & Destructor

Worksheet No.:5

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Date:_____

Name of the Student :_____

Class &Div: XII A

Roll Number :____

Answer the questions after going through the following class:

1. class Seminar

```
{  
int Time;  
public:  
Seminar() //Function 1  
{  
Time=30;cout<<"Seminar starts now"<<endl;  
}  
void Lecture() //Function 2  
{  
cout<<"Lectures in the seminar on"<<endl;  
}  
Seminar(int Duration) //Function 3  
{  
Time=Duration;cout<<"Seminar starts now"<<endl;  
}  
~Seminar()//Function 4  
{  
cout<<"Vote of thanks"<<endl;  
}  
};
```

- What is Function 1 referred as? When does it get invoked?
- What is Function 3 referred as? Write a function call to invoke it.
- What is Function 4 referred as and when does it get invoked/called?
- Write the definition of a copy constructor for class Seminar.
- Consider the following snippet:

```
void main()  
{  
Seminar s1;  
s1.Lecture();  
getch();  
}
```

- In Object Oriented Programming, which concept is illustrated by Function 1 and Function 3 together? Write an example illustrating the calls for these functions

2. class fiction

```
{  
long fcode;  
char ftitle[20];  
float fprice;
```

```

public:
fiction() //member function 1
{
cout<<"bought"<<endl;
fcode=100;strcpy(ftitle,"noname");fprice=50;
}

fiction(int c,char t[],float p) // member function 2
{
fcode=c;
strcpy(ftitle,t);
fprice=p;
}

void increase(float p) // member function 3
{
fprice+=p;
}

void show() // member function 4
{
cout<<fcode<<":."<<ftitle<<":."<<fprice<<endl;
}

~fiction() // member function 5
{
cout<<"fiction removed!" <<endl;
}
};
void main() //line 1
{ //line 2
fiction f1,f2(101,"dare",75); //line 3
for (int i=0;i<4;i++) //line 4
{ //line 5
f1.increase(20);f2.increase(15); //line 6
f1.show();f2.show(); //line 7
} //line 8
} //line 9

```

- i) Which specific concept of object oriented programming out of the following is illustrated by Member Function 1 and Member Function 2 combined together?
- ii) What is member function 1 referred as and when does it get invoked?
- iii) Out of the following which call is correct for member function 2?
 - fiction(12,"Movies",14.5);
 - fiction("Movies",14.5);
- iv) Write statement to invoke member function1.
- v) Write statement to invoke member function3.
- vi) Write statement to invoke member function4.
- vii) How many times the message "Fiction removed!" will be displayed after executing the above C++ code? Out of Line 1 to Line 9, which line is responsible to display the message "Fiction removed!"?

```

3. class WORK
{
int WorkId; char WorkType;
public:
~WORK() //Function 1
{
cout<<"Un-Allocated"<<endl;
}
void Status() // Function 2
{
cout<<WorkId<<":"<<WorkType<<endl;
}
WORK() // Function 3
{
WorkId=10; WorkType="T";
}
WORK (WORK &W) ; // Function 4
};

```

- i) Which member function out of Function 1, Function 2, Function 3 and Function 4 shown in the above definition of class Work is called automatically, when the scope of an object gets over? What is it called as?
- ii) WORK W; //Statement 1
WORK Y(W); // Statement 2
Which member function out of Function 1, Function 2, Function 3 and Function 4 shown in the above definition of class Work will be called on execution of statement written as Statement 2? What is this function specifically known?
- iii) Write the complete definition of Function 4
- iv) Write a statement to invoke function 2.

4. Give the output of the following code:

```

class play
{
public:
play()
{
calculate();
void calculate()
{
show();
cout<<"calculating";
}
void show()
{
cout<<"welcome in C++";
}
};
void main()
{
play one;
}

```

5. Give the output of the following code:

```
class Calc {
    char Grade;
    int Bonus;
public:
    Calc() {Grade='E';Bonus=0;}
    void Down(int G)
    {
        Grade-=G;
    }
    void Up(int G)
    {
        Grade+=G;
        Bonus++;
    }
    void Show()
    {
        cout<<Grade<<"#"<<Bonus<<endl;
    }
};
void main()
{
    Calc c;
    C.Down(2);
    C.Show();
    C.Up(7);
    C.Show();
    C.Down(2);
    C.Show();
}
```

6. Give the output of the following code:

```
class Stock {
    long int ID;
    float Rate;
    int Date;
public:
    Stock(){ID=1001;Rate=200;Date=1;}
    void RegCode(long int I,float R)
    {
        ID=I;
        Rate=R;
    }
    void Change(int New,int DT)
    {
        Rate+=New;
        Date=DT;
    }
    void Show()
    {
        cout<<"Date :"<<Date<<endl;
        cout<<ID<<"#"<<Rate<<endl;
    }
}
```

```

};
void main()
{
Stock A,B,C;
A.RegCode(1024,150);
B.RegCode(2015,300);
B.Change(100,29);
C.Change(-20,20);
A.Show();
B.Show();
C.Show();
}

```

7. Give the output of the following code:

```

class Class
{
int Cno,total;
char section;
public:
Class(int no=1)
{
Cno=no;
section='A';
total=30;
}
void admission(int c=20)
{
section++;
total+=c;
}
void ClassShow()
{
cout<<Cno<<":"<<section<<":"<<total<<endl;
}
};
void main()
{
Class C1(5),C2;
C1.admission(25);
C1.ClassShow();
C2.admission();
C1.admission(30);
C2.ClassShow();
C1.ClassShow();
}

```