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Subject : object oriented programming.

BS(SE)

Instructor : Sir M. Ayub.

Q1) What is class and role of object in class, explain in detail with the help of a suitable program?

Ans Class :

In object-oriented programming, a class is an extensible program-code ~~template~~ template for creating objects, providing initial values for state (member variables) and implementations of behaviours (member functions or methods).

Role of object in class :

Object is an element (or instance) of a class; object have the behaviours of their class. The object is the actual component of program, while the class specifies how instances are created and how they behave.

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method;

program :

// class declaration

```
public class Dog {
```

// instance variables

```
    String breed;
```

```
    String size;
```

```
    int age;
```

```
    String color;
```

// method 1

```
    public String getInfo () {
```

```
        return ("Breed is : "+ breed + " size is : "+ size +
```

```
        "Age is : "+ age + " color is : "+ color);
```

```
    }
```

```
    public static void main (String [] args) {
```

```
        Dog maltese = new Dog ();
```

```
        maltese.breed = "maltese";
```

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```
maltese.size = "Small";
```

```
maltese.age = 2;
```

```
maltese.Color = "white";
```

```
System.out.println(maltese.getInfo());
```

```
}
```

```
}
```

output:

Breed is : maltese size is : Small

Age is : 2 . Color is : white



Q2 write a program about table

printing which takes input from the

user on the basis of oop and explain

in detail.?

P.T.O

Ans 2

# include &lt; iostream &gt;

using namespace std;

int main ()

{

int number, multiplier;

cout &lt;&lt; "Enter the number" &lt;&lt; endl;

cin &gt;&gt; number;

for ( multiplier = 1; multiplier &lt;= 10;

multiplier ++ ) {

cout &lt;&lt; number &lt;&lt; "\*" &lt;&lt; multiplier &lt;&lt; " = " &lt;&lt;

( number \* multiplier ) &lt;&lt; endl;

~~return~~

}

return 0;

}

Enter the number = 6

$6 \times 1 = 6$

$6 \times 2 = 12$

$6 \times 3 = 18$

$6 \times 4 = 24$

$6 \times 5 = 30$

$6 \times 6 = 36$

$6 \times 7 = 42$

$6 \times 8 = 48$

$6 \times 9 = 54$

$6 \times 10 = 60$

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Q3  
2 write a program about any 2 Cars which can calculate the performance of both them and explain it detail?

Ans  
2 Before creating a program to read data from a file you need to understand what data is in the file. In the example it will use a file called Cars.csv.

	A	B
1	THS6NPM	96.25
2	TT51BDA	63.84
3	EO35Pjj	74.57
4	Dm35HMH	91.46

In the file there are two pieces of data these are the Car registration and the Speed. When the data is split into a list, they can be referred to as element 0 for the registration and element 1 for the Speed.

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Step 1: Saving the CSV file

Step 2: Creating a connection to the file

file = open("Cars.csv", "r")

Step 3: Taking Input for the user.

limit = int(input("please enter the speed limit:"))

Step 4: Reading through the file.

for line in file:

Now program:

found = False # new code

file = open("Cars.csv", "r")

limit = int(input("please enter the speed  
limit:"))

for ~~line~~ line in file:

details = line.split(",")

speed = float(details[1])

if speed > limit:

found = True # new code

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```
print (details [0] + " " + details [1])
```

```
if found = false : # new code
```

```
print ("There are no speeding car") # new code
```

Note

You must use a variable to do this rather than adding an else to the if as otherwise it could display the message multiple time, for examples.

```
>>> please eat the speed limit : 90
```

```
THC6NOM 96.25
```

```
There are no speeding cars.
```

```
There are no speeding cars.
```

```
DN3SHMU : 91.46
```

←—————→

THE END