

Pointers and virtual functions

OOP question on 17/4/26

Observation

- 1) Design a **Library Management System** using C++ that supports different categories of users such as students and faculty. Create a base class `Book` with attributes like title and number of days the book is issued. Derive classes `studentbook` and `facultybook` from it. Implement a **virtual function** to calculate the fine based on the number of days the book is kept, where students and faculty have different fine policies. Include functionalities to display book details and compute fines dynamically using **runtime polymorphism**.
- 2) Write a generic class called `sorting` to implement sorting of any type
- 3) Write generic function to find minimum element in an array
- 4) Create a class `student` which inherits the features of `co-curricular` and `extracurricular` classes. In `student`, compute total marks based on both `co-curricular` and `extracurricular` performance. Choose the appropriate attributes and methods and use pointer to object to invoke the functions.

Execution & Spot

1. Create two string classes `STRING1` and `STRING2` which initialize set of characters as members and display the same. Use dynamic initialization for string initialization. Derive `SUBSTRING` from the two string classes, which includes subtracted characters obtained by removing the characters of `STRING2` from `STRING1` and display the same. Similarly, create two more classes `STRING3` and `STRING4` which also initialize set of characters as members and display the same, from which derive `CONCATENATED` class which concatenates the characters of two string classes (`STRING3` and `STRING4`) and display the same. Compare the equality of two classes (`SUBSTRING` and `CONCATENATED`) by writing overloaded nonmember function. Write the necessary member functions and also a main function to test the above operations.

Practice question

- 1) write a program that accepts a shopping list of five books from the keyboard and store them in a vector and do the following on it:
 - a) to add a book at specified location
 - b) to add a book at end
 - c) to delete a specified book in the list
 - d) display the contents of the vector