

Week - 06 (13-10-2023) task

1. Create a class Node and List

Classname: List
Attributes: Public: *head, *tail
Methods: List() // constructor void display(); void append(Node*)

Classname: Node
Attributes: public: data, *next
Methods: Node(int) // constructor

- The display and append methods of List class should access Node class private members data and next field.
- Create a list of nodes and display the list.
10 --> 20 --> 30 --> 40

Hint: use friend function concept to access private data of other class members.

2. Create a class Point and Rectangle

Classname: Point
Attributes: public: x,y;
Methods: Point(int,int)// constructor

Classname: Rectangle
Attributes: private: left_top,right_bottom
Methods: Public: double area();

```
int main(){
    Point p1(2,5),p2(8,10);
    Rectangle r1(p1,p2),r2(p1,5,6),r3(5,6);
    cout<<"area="<<r1.area()<<endl;
    cout<<"area="<<r2.area()<<endl;
    cout<<"area="<<r3.area()<<endl;
    return 0;
}
```

Write the appropriate constructors in the Rectangle for the above main() function to work correctly.

Hint: use constructor overloading

3. Write a c++ class that read a complex number and perform the following operations

Classname: Complex
Attributes: Private: real,img;
Methods: Complex operator+(const complex&); Complex operator-(const complex&); Complex operator*(const complex&); istream& operator>>(istream&) ostream& operator<<(ostream&)

```
int main(){
    complex c1(2.1,3.4),c2(4.3,5.1);
    complex ac=c1+c2;
    complex sc=c1-c2;
    complex mc=c1*c2;
    cout<<"complex number 1: ";
    c1.display();
    cout<<"complex number 2: ";
    c2.display();
    cout<<"addition of complex number 1 and 2 : ";
    ac.display();
    cout<<"subtraction of complex number 1 and 2 : ";
    sc.display();
    cout<<"multiplication of complex number 1 and 2 : ";
    mc.display();
    return 0;
}
```

Implement the complex class such that the above main() should work correctly.

Hint: Use Operator overloading