

CLASS XII
CLASSES OBJECTS, CONSTRUCTORS & DESTRUCTORS

1. Define a class **RESTRA** with the following specifications

Private members:

Foodcode (integer), Food(string), Ftype(string), Sticker(string).

A member function **Getsticker()** to assign the following values for sticker as per the given Ftype:

Ftype	Sticker
Vegetarian	Green
Contains Egg	Yellow
Non Vegetarian	Red

Public functions:

A constructor function to assign values for Data members as Foodcode is 0, Food, Ftype as null character and Sticker as Green.

A Function **Getfood()** to allow the user to enter vales of Foodcode, Food, Ftype and call the function Getsticker() to assign Sticker.

A function **Showfood()** to allow the user to display the content of all the data members.

Write the main to input one object of RESTRA and display the details.

2. Define a class **SPORTS** with the following specifications

Private data members

Name 20 characters
Team 20 characters
Runsscored long integer
Matches integer

Public functions

Default constructor	to initialize members with the following values "Dhoni", "India", 25678, 150
Parameterized constructor	takes an argument r and assigns it to the Runsscored and provides other members with valid values
Copy constructor	to assign values of all data members of One object to another object
chkmatches()	function that prints the name of the Player if he has played in more than 50 Matches
Displaydetails()	function to display all the details of a Player
Destructor	to display the message "Destroying object"

Write a Program to create three objects, one using default constructor, one using parameterized constructor and one using the copy constructor (assign the first object to the third object). Print the details of all the three players and display the name of the player who has played in more than 30 matches.