Kantipur Engineering College

Dhapakhel, Lalitpur

Subject: Object-Oriented Programming

Lab-8

Title:

Inheritance

Objective:

- To be familiar with inheritance and composition
- To understand how inheritance supports reusability
- To understand about ambiguity in inheritance

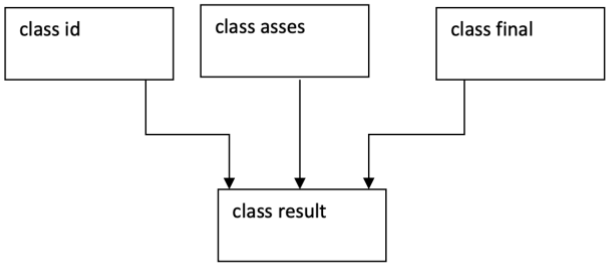
Theory:

- Inheritance in oop
- Ambiguity in inheritance
- Member function overriding
- Forms of inheritance

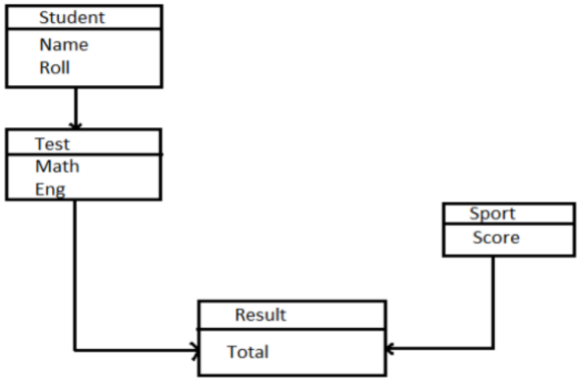
Lab exercises

1. Write a program with a class cricketer that has data members to represent name, age, and number of matches played. From the class cricketer derive two classes, bowler and batsman. The bowler class should have no of wickets as data members and the batsman class should have no of runs and no of centuries as data members. Use appropriate member functions in all classes to make the program meaningful.

2. Create a class named id, asses and board, and create a class named result that calculates the final mark of the student which is composed of 20% of the assessment mark and 80% of the board exam mark and should display the final result too.



3. Write a program with four classes students, test, sport, and result. Assume necessary data members and functions yourself to calculate the total marks and percentage scored by a student.


Student
Name
Roll
Test
Math
Eng
Sport
Score
Result
Total