Class and Objects

Instructions for submission: PPL Assignment 5
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Problem Statement:

Write a program to develop a software to introduce animals to kids. Implement classes for animals like Dog, Cat, Elephant, Fish etc. With constructor destructor interfaces and variables with public or private access specifiers.

Objectives:

1. To implement Classes and Objects in C++.
2. To demonstrate the use of constructors and access specifiers for classes.

Execution:

Steps to execute and submit the assignment:

1. Write a C++ Program to implement a **class** for **Animals**.
2. Define various **member variables** like name, age, species of an animal with **private** access specifiers.
3. Define **member functions** of the same class to *read_data()* from user and *print_animal()* using **public** access specifiers.
4. Define and use ***default and parameterized constructors*** for the class.
5. Create ***objects*** of the class to define various animals like *cat, dog, monkey, elephant, cow* etc. and verify the use of constructor.
6. Make use of public and private access specifiers for member functions and member variables.
7. Keep the screenshots of output in a file along with a code and upload a **single pdf** containing your code and output.