CA 3: Experiential Learning

Group Members:

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Problem Statement:

To create a C++ program for an Animal Information System that allows users to choose a particular animal from a given list and learn the basics of it like their diet and the region they are usually found in.

Explanation:

This is a menu-driven code that allows the user to select any animal and get its details, this program contains the following details:

1. Name
2. Place in the Animal Kingdom
3. Type of Blood
4. Diet
5. Places usually found in

This code was written with the help of multilevel inheritance and polymorphism

Polymorphism is used in 2 ways:

1. Function overriding in a virtual function “virtual void sound\_made()”.
2. Dynamic Binding is used while creating an array of pointers in base class animal to store the data of each animal.

Inheritance is used as shown in the diagram below.

Class Diagram:

**A diagram of a life cycle

Description automatically generated**

Code snippets:

A screen shot of a computer code

Description automatically generated

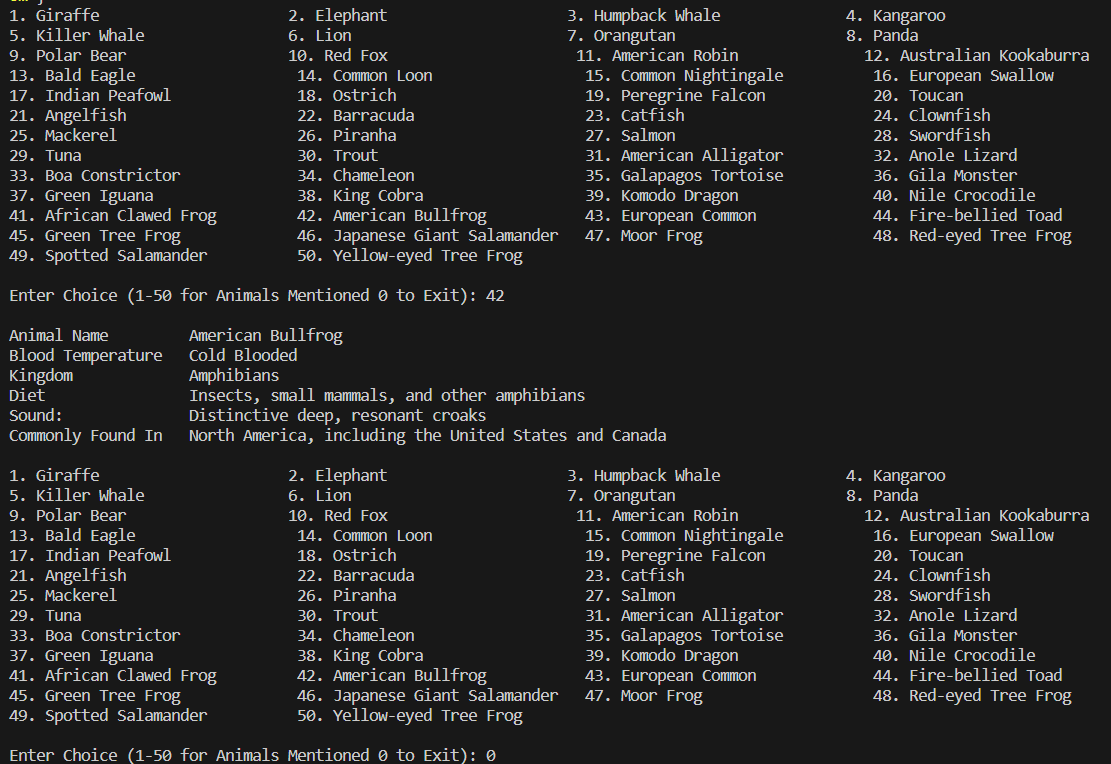
A screen shot of a computer code

Description automatically generated

A screen shot of a computer program

Description automatically generated

Input/Output:



Github repository link: