Day5:

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1- Base/Drived classes

class Base

- private members x,y

- constrcutors & destructor

- setters & getters

- function sum (return summation of x and y)

class Drived

- private members z

- constrcutors & destructor

- setters & getters

- override function sum in derived to add functionality to the base sum function:

(return summation of x and y and z)

2- Class GeoShape:

class Geoshape

- private members dim1, dim2

- constrcutors & destructor “Must be at least one Constructor Chain”

- setters & getters

- function CalcArea(return 0)

- then we have to create 3 derived classes (Rectangle, Square, Circle)

in which they inherit from GeoShape base class.

- override function CalcArea in these derived classes to claculate area according to each shape

Bonus:

Create Class Person (parent) – Create 2 Classes Employee and Student (Childs)

Person (id, name, email, password, modifyemail() , changePassword() , Display() )

Employee (salary , modifyemail() => @company.com, , Display() )

Student (gpa , modifyemail() => @school.com, , Display() )

(Call main create object Employee, Student , Person object modifyemail() )

\*Use Function overloading

mutliple inhirtance , multi level inhirtance