

Name: _____

Class Day / Time: _____

Due Date: _____

Lab Exercise – Define a Class, Attributes and Methods

1. Write a definition of a class that has the following properties:
 - a. The name of the class is `personType`
 - b. The class has four private attributes: name of type `string`, age and weight of type `int`, and height of type `double`
 - c. The class has the following public methods (Make accessor methods as constant)
 - i. Constructor – clear name, set age, weight and height to zero (=0)
 - ii. Destructor – empty
 - iii. `setInitialValue` – method to set initial value to attributes
 - iv. `print` – output attributes to the console with appropriate titles
 - v. `setName` – method to set the name
 - vi. `setAge` – method to set the age
 - vii. `setWeight` – method to set the weight
 - viii. `setHeight` – method to set the height
 - ix. `getName` – value-return method to return the name
 - x. `getAge` – value-return method to return the age
 - xi. `getWeight` – value-return method to return the weight
 - xii. `getHeight` – value-return method to return the height
2. Write the definition of the methods listed in the previous item. You do not need to include pre-processor directives and comments.

Create a small main program that call all methods above and use it as testing for your class and its methods. There is no need for documenting your code in this exercise.

TURN IN (on-line)

- 1- Turn in your [output](#) from eclipse
- 2- Turn in your [code](#) from eclipse