```
1
 2
 3
     #include <iostream>
 4
     #include <string>
 5
     using namespace std;
 6
 7
     class Movie {
 8
         private:
 9
              string Moviename;
10
              string HighRate;
11
              string NormalRate;
         public:
12
13
              void setMoviename(string Mname)
14
15
                  Moviename = Mname;
16
17
              string getMoviename() const
18
19
                  return Moviename;
20
21
              void setHighRate(string Hrate)
22
23
                  HighRate=Hrate;
24
25
              string getHighRate() const
26
27
                  return HighRate;
28
29
              void setNormalRate(string Nrate)
30
31
                  NormalRate = Nrate;
32
33
              string getNormalRate() const
34
35
                  return NormalRate;
36
37
38
              public:
39
                  Movie()
40
                  {
41
                      Moviename = "My good buddy";
42
                      HighRate = "A";
43
                      NormalRate = "A";
44
45
                   Movie (string Mname, string Hrate,
```

```
string Nrate)
46
                    {
                        Moviename = Mname;
47
48
                         HighRate = Hrate;
49
                        NormalRate = Nrate;
50
                    }
51
     };
52
53
     int main()
54
55
          string Name;
56
          string Rate;
57
          string rate2;
58
          Movie a;
59
          cout << "Please enter Movie's name" << endl;</pre>
60
          cin >> Name;
61
          a.setMoviename(Name);
62
63
          cout << "Please enter Movie's High rate" <<</pre>
     endl;
64
          cin >> Rate; a.setHighRate(Rate);
65
66
          cout << "Please enter Movie's normal rate"</pre>
     << endl;
67
          cin >> rate2; a.setNormalRate(rate2);
68
69
          cout << "Movie name: " << a.getMoviename()</pre>
     << endl;
70
          cout << "Movie's High rate: " <<</pre>
     a.getHighRate() << endl;</pre>
71
          cout << "Movie's normal rate: " <<</pre>
     a.getNormalRate() << endl;</pre>
72
73
          return 0;
74
     }
75
```