EEET2482/COSC2082 – Software Engineering Design, Advanced Programming Techniques

Week 6 – Exercises

* 1. **Class Inheritance & Vectors**

Create a hierarchy of classes as below, with attributes and methods are specified in each class.

Graphical user interface, application

Description automatically generated

* + 1. Create a Tutor object, and test access to all inherited attributes (by assigning random values for them).
    2. Create default constructors and destructors for all classes, both of which announce themselves to **cout**. *Verify that for a Tutor object, all three constructors and destructors are automatically called. Explain the order in which the calls are made.*
    3. Write a parameterized constructor for the Tutor class to initialize its attributes. Create a vector of 3 Tutor objects with random values. Print out all information of 3 tutors using the range based for loop.
    4. Remove the second tutor from the vector, then print out all information again to check

1. **Review of Group Activity 2 exercise**
2. **Review of Mock Test Questions**