```
Name: Eyad Alsahori
Csc 211
include<iostream>
#include<string>
using namespace std;
class secretType {
private:
  string name;
  int weight, age;
  double height;
public:
  void print(secretType);
  void setName(string);
  void setWeight(int);
  void setHeight(double);
  void setAge(int);
  int getAge() { return age; }
  int getWeight() { return weight; }
  string getName() { return name; }
  double getHeight() { return height; }
  string weightStatus(secretType);
void secretType::print(secretType type) {
  cout << " Name: "<<type.getName() << " Age: " << type.getAge() <<endl<< " Weight: " <<
type.getWeight()<<endl << " Height: " << type.getHeight() <<endl<< "BMI:" <<
type.weightStatus(type) << endl;
}
void secretType::setName(string nme) {
  name = nme;
}
void secretType::setWeight(int wgt) {
  weight = wgt;
}
void secretType::setHeight(double hgt) {
  height = hgt;
}
```

```
void secretType::setAge(int ag) {
  age = ag;
}
string secretType::weightStatus(secretType type) {
  double bmi = (type.getWeight() * 703) / (type.getHeight() * type.getHeight());
  if (bmi < 18.5)
     return "your Underweight";
  else if (bmi >= 18.5 && bmi <= 24.9)
     return "your Normal Weight";
  else if (bmi >= 25.0 && bmi <= 29.9)
     return "your Overweight";
  else if (bmi >= 30)
     return "your Obese";
}
int main() {
  secretType get;
  get.setAge(21);
  get.setName("Eyad\n");
  get.setWeight(130);
  get.setHeight(1.9);
  get.print(get);
  cout << endl;
  return 0;
}
```

Microsoft Visual Studio Debug Console

```
Name: Eyad
Age: 21
Weight: 130
Height: 1.9
BMI:your Obese
```

```
Name: Jimmy
Age: 21
Weight: 95
Height: 71
BMI:your Underweight
```



Microsoft Visual Studio Debug Console

Name: Shrek

Age: 21

Weight: 240 Height: 87

BMI:your Normal Weight