School of System and Technology
Department of Computer Science

Program: BS (CS)

Topics: Class, Object, getter, Setter

Lab Manual 3

Task 1

Write a program by using a class that takes name, age and city of a person as class attributes. An input Details member functions to input the data, getAge function to return age and Display function to display name , age and city.Input the data for two persons and display the record of the person who is elder in age.

Sample output:

Input for person 1	Input for person 2	Output
Ali , 23, Lahore.	Hassan , 20 , Jhang	*Ali , 23, Lahore ////////elder in age*

Task 2

Create a class called "Rectangle" to represent rectangles. Each rectangle should have a length and a width. Implement getter and setter functions for both the length and width. Add a member function to calculate the area of the rectangle.

Task 3

Create a class called "Student" to represent a student. Each student should have a name, an ID, address, and a GPA. Implement getter and setter functions for each data member. Add a member function to print out the student's information.

Task 4

Create a class called "Car" to represent a car. Each car should have a make, a model, a year, and a color. Implement getter and setter functions for each data member. Add a member function to print out the car's information.

Task 5

Create a class called "BankAccount" to represent a bank account. Each bank account should have an account number, a balance, and an interest rate. Implement getter and setter functions for each data member. Add a member function to calculate the interest earned on the account.

Task 6

Create a class called "Time" to represent a time of day. Each time should have an hour, a minute, and a second. Implement getter and setter functions for each data member. Add a member function to print out the time in 12-hour format.