**Programs on Class and Object:**

1) Create class Circle and define methods to find area and circumference of circle.

2) Create class Employee and define method to accept employee details, to calculate gross salary and display employee details.

3) Create class Student and define methods to accept student details like name, rollNo, department, pointer etc. Define method result which displays the students details along with class obtained w.r.t pointer (refer below grading system)

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| --- | --- |
| **Grade(Pointer)** | **Class** |
| 10 | Outstanding |
| 9 | Excellent |
| 8 | Very Good |
| 7 | Good |
| 6 | Fair |
| 5 | Average |
| 4 | Pass |
| Less than 4 | Fail |

4) Create Class Bank and define following methods to represent transaction of any account holder

createAccount, dipositAmount, withdrawAmount, checkBalance, displayAccountProfile

5) Create class TestNumber and define different methods like isPrime, isPerfect, isArmstrong etc. Display appropriate output.