/\*建立一个楼房基类Building为基类，用于存储地址和楼号，建立住宅类House继承Building，用来存储房号和面积，

另外建立办公室类Office继承Building，存储办公室名称和电话号码。

基本要求

编制应用程序，建立住宅和办公室对象测试之并输出有关数据提交程序。\*/

#include<iostream>

#include<string>

using namespace std;

class Building

{

public:

Building(string add,int BNum);

int GetBuildNum();

string GetAddress();

private:

string address;

int BuildNum;

};

Building::Building(string add,int BNum)

{

address = add;

BuildNum = BNum;

}

int Building::GetBuildNum()

{

return BuildNum;

}

string Building::GetAddress()

{

return address;

}

//建立住宅类House继承Building，用来存储房号和面积，

class House :public Building

{

public:

int GetHouseNum();

int GetHouseArea();

House(string add, int BNum,int num, int area);

void printh();

private:

int HouseNum;

int HouseArea;

};

House::House(string add, int BNum, int num, int area) :Building(add,BNum)

{

HouseNum = num;

HouseArea = area;

}

int House::GetHouseNum()

{

return HouseNum;

}

int House::GetHouseArea()

{

return HouseArea;

}

void House::printh()

{

cout << "楼房地址：" << GetAddress() << "\n" << "楼号：" << GetBuildNum() << "\n" << "房屋面积：" << HouseArea << "\n" << "房号：" << HouseNum << "\n";

}

//建立办公室类Office继承Building，存储办公室名称和电话号码。

class Office :public Building

{

public:

Office(string add, int BNum, int ONum, string OName);

string GetOfficeName();

int GetOfficeNum();

void printo();

private:

string OfficeName;

int OfficeNum;

};

Office::Office(string add, int BNum, int ONum, string OName) :Building(add,BNum)

{

OfficeName = OName;

OfficeNum = ONum;

}

string Office::GetOfficeName()

{

return OfficeName;

}

int Office::GetOfficeNum()

{

return OfficeNum;

}

void Office::printo()

{

cout << "楼房地址：" << GetAddress() << "\n" << "楼号：" << GetBuildNum() << "\n" << "办公室名称：" << OfficeName << "\n" << "电话号码：" << OfficeNum<<"\n";

}

void main()

{

Office o1("陕西",111,231,"科创");

o1.printo();

system("pause");

}