

Exercises 3 : OOP

Exercises 1

Write a program that defines a shape class with a constructor that gives value to width and height. The define two sub-classes triangle and rectangle, that calculate the area of the shape `area ()`. In the main, define two variables a triangle and a rectangle and then call the `area()` function in this two variables.

Exercise 2

Write a program with a mother class and an inherited daughter class. Both of them should have a method `void display ()` that prints a message (different for mother and daughter). In the main define a daughter and call the `display()` method on it.

Exercise 3

Write a program with a mother class animal. Inside it define a name and an age variables, and `set_value()` function. Then create two bases variables Zebra and Dolphin which write a message telling the age, the name and giving some extra information (e.g. place of origin).

Exercise 4

Write a C++ program to implement a class called `BankAccount` that has private member variables for account number and balance. Include member functions to deposit and withdraw money from the account.