Classes and Objects

- 1. Write a C++ Program to find the Largest among 3 numbers using classes.
- 2. Write a C++ program to find how many times a function called by objects
- 3. Write a program by creating an 'Employee' class having the following functions and print the final salary.
 - 'getInfo()' which takes the salary, number of hours of work per day of employee as parameters
 - 'AddSal()' which adds \$10 to the salary of the employee if it is less than \$500.
 - 'AddWork()' which adds \$5 to the salary of the employee if the number of hours of work per day is more than 6 hours.
- 4. Write a program to print the volume of a box by creating a class named 'Volume' with an initialization list to initialize its length, breadth, and height. (just to make you familiar with initialization lists)
- 5. Print the average of three numbers entered by the user by creating a class named 'Average' having a function to calculate and print the average without creating any object of the Average class.