<u>Aim:</u> WAP 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 varibles.

```
#include<iostream>
using namespace std;
class Shape
{
       public:
             int width;
             int height;
             int area;
       public:
             Shape()
             {
                    cout <<"- Enter Width : "; cin >>this->width;
                    cout <<"- Enter Height : "; cin >>this->height;
             void getData()
             {
                    cout << "- Width: "<<this->width <<endl
                       << "- Height : "<<this->height <<endl;
             }
};
class Rectangle: public Shape
{
       public:
             void RectangleData()
```

```
{
                 area = width * height;
                 cout <<endl<<"- Area of rectangle : "<<area;</pre>
           }
};
class Triangle : public Shape
      public:
           void TriangleData()
           {
                 area = (width * height)/2;
                 cout <<endl<< "- Area of Triangle : "<<area;
           }
};
int main()
{
      Rectangle r;
     Triangle t;
      cout<<"----"<<endl<endl;
      r.getData();
     r.RectangleData();
     cout<endl<endl<="----"<endl<endl;
     t.getData();
     t.TriangleData();
      return 0;
}
```

<u>Aim:</u> WAP with a mother class and an inherited daugther class.Both of them should have a method void display() that prints a message (different for mother and daugther). In the main define a daughter and call the display() method on it.

```
#include<iostream>
using namespace std;
class Mother
       public:
               void M_display()
                      cout << "- Mother : Display Function"<<endl;</pre>
                }
};
class Daughter :public Mother
       public:
               void D_dislay()
                {
                      cout << "- Daughter : Display Function"<<endl;</pre>
                }
};
int main()
       Daughter d;
       d.D dislay();
       d.M display();
       return 0;
```

```
■ D\Mansi Lakhani-Flutter\C++\Heritage\2.exe — □ X

- Daughter: Display Function
- Mother: Display Function

Process exited after 0.02195 seconds with return value 0

Press any key to continue . . .
```

<u>Aim:</u>WAP 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).

```
#include<iostream>
#include<string.h>
using namespace std;
class Animal
      public:
             int age;
             char name[100];
             char origin[100];
};
class Zebra: public Animal
      public:
             void setData()
                    cout <<"-----"<<endl<<endl;
                    cout << "~ Enter Zeb Name : "; cin >>name;
                   cout << "~ Enter Zeb_Age : ";</pre>
                                                  cin >>age;
                    cout << "~ Enter Zeb Comes: "; cin >>origin;
             void getData()
             {
                    cout << "- The name of zebra is "<<this->name<<"."<<endl
                      "- The Age of Zebra is "<<this->age<<"."<<endl</p>
```

```
<< "- Zebra come from "<<this->origin <<"." <<endl;</pre>
             }
};
class Dolphin: public Animal
      public:
            void setData()
                   cout <<endl<<"-------:Information of Dolphin :-
-----"<<endl<<endl;
                   cout << "~ Enter Dolp Name : "; cin >>name;
                   cout << "~ Ente Dolp Age: "; cin >>age;
                   cout << "~ Enter Dolp Comes : "; cin >>origin;
            void getData()
                   cout <<endl<< "-----"<<endl;
                   cout << "- The name of Dolphin is "<<this->name<<"."<<endl
                     << "- The Age of Dolphin is "<<this->age<<"."<<endl
                     << "- Dolphin come from "<<this->origin <<"." <<endl;
             }
};
int main()
      Zebra z;
      Dolphin d;
      z.setData();
      d.setData();
      cout << "-----"<<endl;
      z.getData();
      d.getData();
      return 0;
```

<u>Aim:</u> WAP to read and print employee information using multiple inheritance.

```
#include<iostream>
#include<string.h>
using namespace std;
class A
{
      public:
             int emp id;
             char emp_name[1000];
             int emp_age;
             static char emp company name[100];
      public:
             void setAData()
              {
                   cout << endl<<"-----"
                        <<endl <<endl;
                   cout << "~> Enter ID: ";
                                                    cin >> this->emp id;
                   cout << "~> Enter Name: ";
                                                     cin >> this->emp name;
                   cout << "~> Enter Age : ";
                                                     cin >> this->emp age;
              }
};
class B
       public:
             char emp_role[100];
             int emp salary;
             char emp email[100];
             char emp city[50];
             int emp experience;
```

```
public:
              void setBData()
                                   cout << ">> Enter Salary: ";
                                             this->emp salary;
                                   cout << "~> Enter Role : ";
                                   cin >> this->emp role;
                                   cout << "~> Enter Email: ";
                                   cin >> this->emp email;
                                   cout << "~> Enter City: ";
                                   cin >> this->emp city;
                                   cout << "~> Enter Experience : ";
                                   cin >> this->emp experience;
                            }
};
class C:public A, public B
       public:
       void getAllData()
                            << "- ID: "<<this->emp id <<endl
                     cout
                             <<"- Name: "<<this->emp name <<endl
                             <<"- Age: "<<this->emp age <<endl
                             << "- Salary: "<<this->emp salary <<endl
                             <<"- Role: "<<this->emp role <<endl
                             <<"- Email: "<<this->emp email <<endl
                             <<"- City: "<<this->emp city <<endl
                             <<"- Experience: "<<this->emp experience <<endl
                             <="-Company name: "<<this->emp company name <<endl;
               }
};
char A ::emp company name[100] = "Code Red technology";
int main()
```

```
C c1[100];
     int i,n;
     cout <<"~ How many employee: ";
     cin >> n;
     for(i=0;i<n;i++)
     {
           c1[i].setAData();
           c1[i].setBData();
     }
     cout << endl<<"-----"<<endl <<endl;
     for(i=0;i<n;i++)
           c1[i].getAllData();
           cout << endl<<"-----"<<endl <<endl;
     }
      return 0;
}
```

<u>Aim:</u> WAP to demonstrate example of hierarchical inheritance to get square and cube of a number.

```
#include<iostream>
using namespace std;
class Number
       public:
              int n;
       public:
              void getNumberData()
                     cout << "~> Enter any number : ";
                     cin >> n;
              }
};
class Square: public Number
       public:
              int sqr;
       public:
              void getSquareData()
                sqr = n*n;
                cout <<endl<<"- Square of "<<n << " is : "<<sqr <<endl;
};
class Cube: public Number
```

```
{
      public:
            int cube;
      public:
            void getCubeData()
                  cube = n*n*n;
                  cout <<endl<<"- Cube of "<<n << " is : "<<cube <<endl;
            }
};
int main()
      Square s1;
      Cube c1;
      cout <<"-------: Find Square of a number :- ------"<<endl<<endl;
      s1.getNumberData();
      s1.getSquareData();
      cout <<endl<<=ndl<<endl;
      c1.getNumberData();
      c1.getCubeData();
      return 0;
}
```

<u>Aim:</u> WAP to read and print employee information with use of multilevel inheritance.

```
#include<iostream>
#include<string.h>
using namespace std;
class A
{
     public:
           int emp id;
           char emp_name[100];
           int emp age;
           int emp salary;
           int emp experience;
           char emp role[100];
           char emp email[100];
           static char emp company name[100];
};
class B: public A
     public:
     void setB()
      {
           cout << endl<<"-----"
                <endl <endl;
           cout << "~ Enter id :- ";
           cin >> this->emp_id;
```

```
cout << "~ Enter name :- ";
            cin >> this->emp_name;
            cout << "~ Enter age :- ";
            cin >> this->emp age;
      }
};
class C: public B
      public:
      void setC()
            cout << "~ Enter salary :- ";
            cin >> this->emp_salary;
            cout << "~ Enter experience :- ";
            cin >> this->emp experience;
            cout << "~ Enter role :- ";
            cin >> this->emp_role;
            cout << "~ Enter email :- ";
            cin >> this->emp_email;
            cout << endl;
      }
};
class D: public C
{
      public:
      void getAllData()
            cout << endl<<endl
            <<"-----"<<endl <<endl;</pre>
                                :- " << this->emp id << endl;
            cout << "~> Id
                                  :- " << this->emp_name << endl;
            cout << "~> Name
                                  :- " << this->emp age << endl;
            cout << "~> Age
            cout << "~> Salary
                                 :- " << this->emp salary << endl;
            cout << "~> Experience :- " << this->emp experience << endl;
            cout << "~> Role
                                  :- " << this->emp role << endl;
```

```
cout << "~> Email :- " << this->emp_email << endl;</pre>
             cout << "~> Company name :- " << this->emp_company_name << endl;</pre>
      }
};
char A:: emp_company_name[100] = "Code Red Technology";
int main()
      D s[100];
      int i,n;
      cout <<"~> How many employee :- "; cin >> n;
      cout << endl;
      for(i=0;i<n;i++)
             s[i].setB();
             s[i].setC();
      for(i=0;i<n;i++)
             s[i].getAllData();
      return 0;
}
```