Sample code:

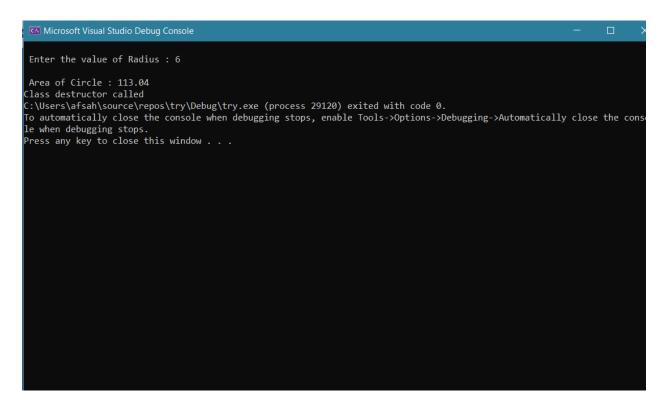
```
#include <iostream>
 2
       using namespace std;
 3
                    // The class
 4
     ⊡class Car {
 5
       private:
 6
           string brand; // Attribute
 7
 8
           string model; // Attribute
                         // Attribute
 9
           int year;
       public:
10
11
           Car(string x, string y, int z) \{ // Constructor with parameters
12
               setBrandName(x);
13
               setModel(y);
14
               setYear(z);
15
16
17
          void setBrandName(string b)
18
          {
19
              brand = b;
20
          string getBrandName()
21
22
          {
23
              return brand;
          }
24
         void setModel(string y)
25
26
27
             model = y;
28
         string getModel()
29
30
         {
             return model;
31
32
33
         void setYear(int z)
34
         {
35
             year = z;
          }
36
        int getYear()
37
38
             return year;
39
40
41
      };
```

```
42
43
       ⊡int main() {
44
               string brand, model;
45
               int year;
              // Create Car objects and call the constructor with different values Car carObj1("BMW", "X5", 1999);
Car carObj2("Ford", "Mustang", 1969);
46
47
48
49
               // Print values
50
               cout << car0bj1.getBrandName() << " " << car0bj1.getModel() << " " << car0bj1.getYear() << "\n";
cout << car0bj2.getBrandName() << " " << car0bj2.getModel() << " " << car0bj2.getYear() << "\n\n";</pre>
51
52
53
54
               //get values
               cout<< "Enter brand: ";</pre>
55
56
               cin >> brand;
57
               cout << "Enter model: ";</pre>
58
59
               cin >> model;
60
               cout << "Enter year: ";</pre>
61
62
               cin >> year;
63
               Car carObj3(brand, model, year);
               cout<< car0bj3.getBrandName() << " " << car0bj3.getModel() << " " << car0bj3.getYear();</pre>
65
66
               return 0;
67
68
69
```

Task#01

Create a circle class with:

- a. A constructor in which the user is asked to enter the value of radious.
- b. Have two functions "area" and "display" (to calculate area of circle and print final answer) defined outside of class.
- c. A destructor to destroy object.



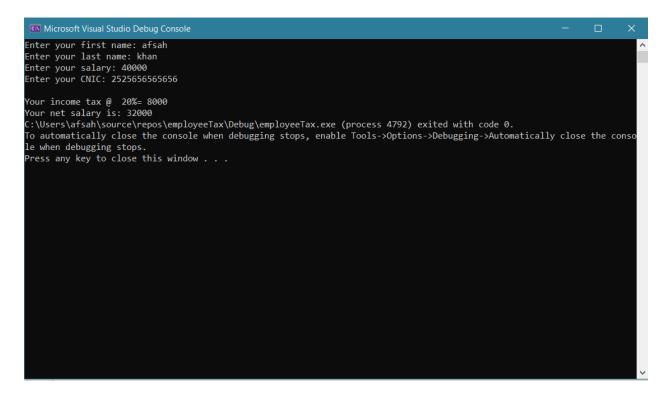
Task#02

Write a Employee class that:

- a. Takes employee first name, last name.
- b. Employee CNIC number having 10 digits if not the program should end up with an error message.
- c. Take employee salary and deduce income tax from it and display the final salary.
- d. All data members must be private.
- e. Have a default constructor which outputs text like "no name entered".
- f. Constructor that initializes values of attributes.
- g. Use getter and setter functions to access private attributes.

If salary is greater then 30,000 then there will 20 percent tax deduction.

If salary is greater then 20,000 then tax will be 10 percent .

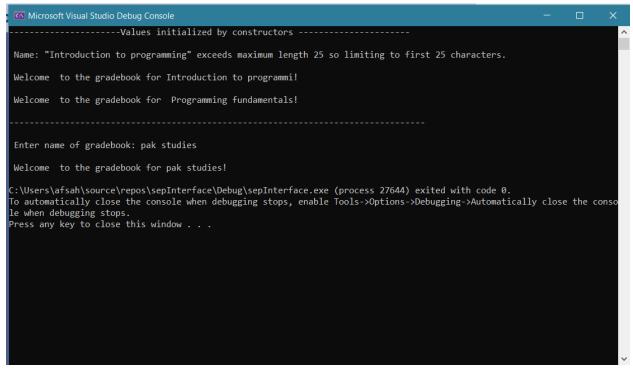


Task#03

Write a GradeBook class which takes name of course from user and checks if string length is 25 or fewer then display name else if greater then 25 then cut it off to first 25 characters.

- a. Separate interface from implementation.
- b. Constructor to initialize object.
- c. Input subject names.
- d. Use getter setter functions.

Hint: use substr(0,25) to display the first 25 characters of string.



Task#04

Draw a class diagram for the customer of the bank where the program takes customer id, name, address, phone number and account number. Customers can have a general inquiry of account, can deposit money, withdraw money, open an account, close account, apply for a loan and request card.