**Task 1**

Create a class named “CompanyWorker”, the class must contain the following

appropriate functions, the goal is to print the final salary.

1 - A function named “InfoRetreival” which asks for the salary of the worker, the number of hours per work per day as arguments to the function.

2 - A function named “SalIncrease” which increases the salary of the employee by 5000PKR if it is below 25000.

3 - A function named “WorkBenefit” which increases the salary of the employee by 6000PKR if his/her work per day is more than 7 hours.

**Data Variables**

Salary ,hours .

**Task 2**

Create a class named “CustomerAccount”, the class must contain the following

attributes: **Data Variables Name of customer ,type of account ,account no ,balance**

1) Name of the customer that is opening the account.

2) Preferred Account number (restrict it to 4 digits)

3) Either a Savings or current account.

4) The opening balance (must be >=5000)

The functions for this class should perform in the following manner

1) A function that provides the default values for the attributes.

2) A function that deposits the initial amount.

3) A function that checks the balance of the account and allows the customer to withdraw some amount (Not more than 25000 on a single transaction).

4) A function that prints the name and account balance of the customer

**Task 3**

Create a class named “CarSpecs”, this class must contain attributes namely doors, wheels, car\_speed.

The default value for wheels is 4 and for doors 2 and speed is 0. You need to create two functions namely Civic and Rubicon. Civic should be set on default values while Rubicon to be incremented by 2 wheels and 2 doors. Two more functions namely Speed should increment the speed of vehicles by 7 while the break function should decrease the speed by 7. Print the current speed.

**Data Variables**

doors, wheels, car\_speed.

**Task 4**

A class needs to be constructed, named as “RectShape”, it must have two variables denoting the length and breadth of a rectangle and a function which calculates the area of the rectangle (length x breadth). This class needs to have three constructors:

1 – A default constructor, with values of length and breadth set as zero.

2 – Two integer values as length and breadth

3 – A single integer value constructor containing both length and breadth.

You need to create objects of the said class and print the areas calculated by them.

Task 5

Suppose you have a Piggie Bank with an initial amount of $50 and you have to add some more amount to it. Create a class 'AddAmount' with a data member named 'amount' with an initial value of $50. Now make two constructors of this class as follows:  
1 - without any parameter - no amount will be added to the Piggie Bank  
2 - having a parameter which is the amount that will be added to the Piggie Bank  
Create an object of the 'AddAmount' class and display the final amount in the Piggie Bank.