

Names:

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Course Name:

Principles of Software Design

Lab Section:

B02

Course Code:

ENSF 480

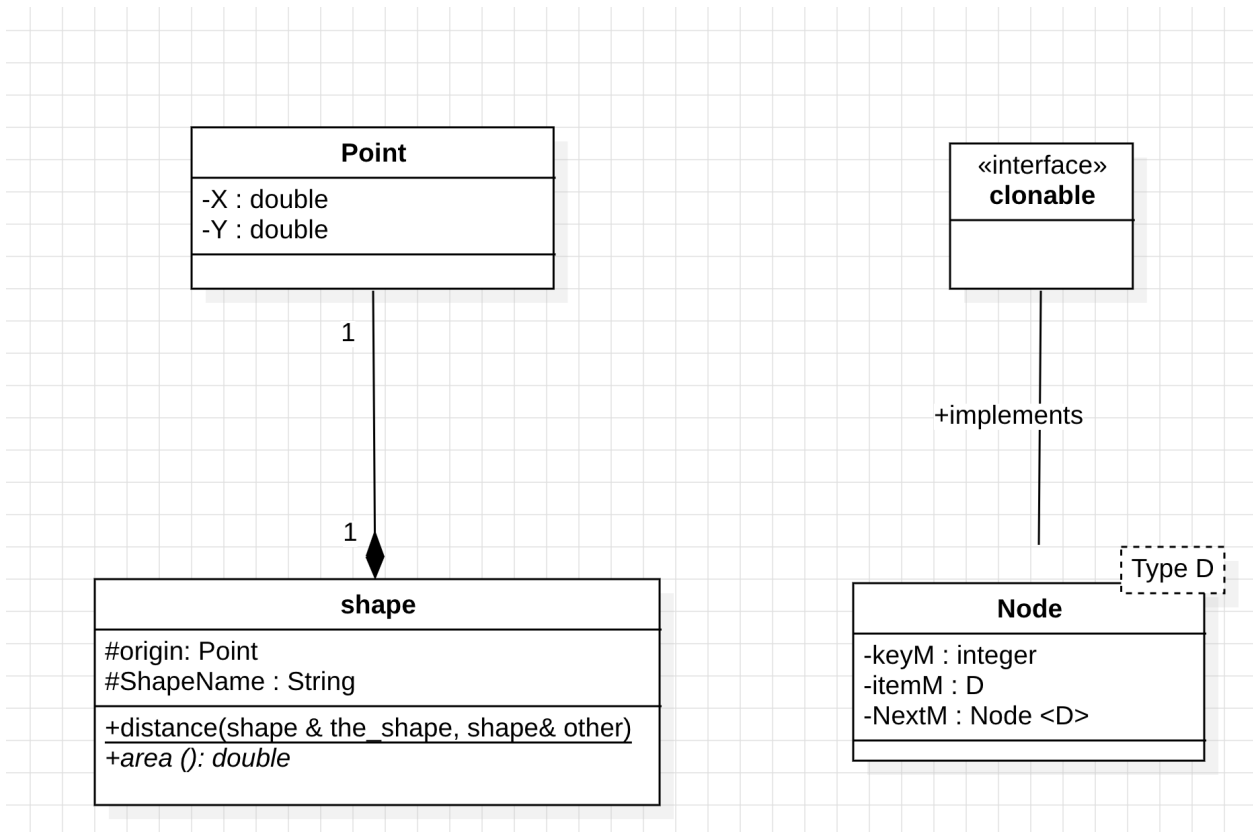
Assignment Number:

Lab-4

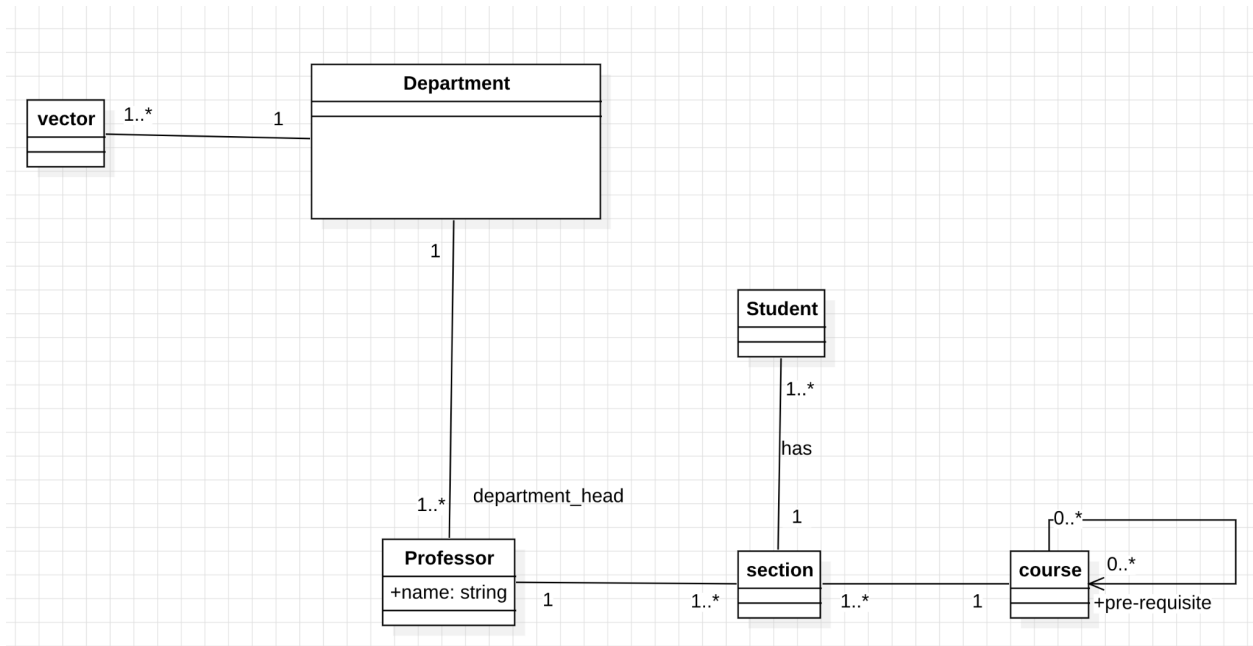
Submission Date:

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EX A



EX B



EX C

```
#include <string>
#include <Vehicle.h>

class Movable {

public:
    virtual void forward() = 0;
    virtual void backward() = 0;
};
```

```
#include <stdio.h>
#include <String>

class Resizable {
public:
```

```
virtual void enlarge(int n) = 0;
virtual void shrink(int n) = 0;
};
```

```
#include <string>
#include <Movable.h>
#include <Resizable.h>

class Vehicle: public Movable, public Resizable {
protected:
    std::string name;

public:
    Vehicle(const std::string& name);
    virtual void move() = 0;
};
```

```
#include <stdio.h>
#include <Vehicle.h>

class Car final : public Vehicle {
private:
    int seats;
public:
    void turn();
    void move();
    void enlarge(int n) = 0;
    void shrink(int n) = 0;
    void forward() = 0;
    void backward() = 0;
};
```

EX.D

