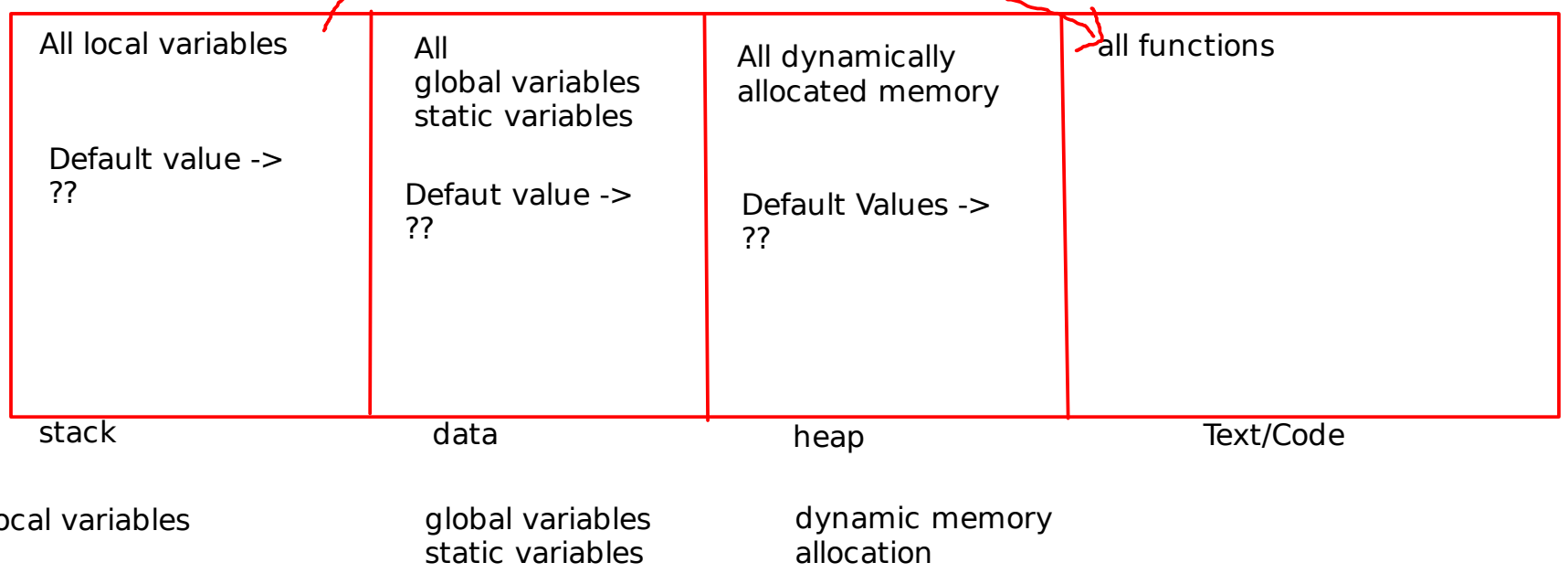


Memory



Rphan Paramane

```
class Button{
  Button(){
  }

```

```
  Button(string name){
    this->name = name;
  }

```

```
  Button(string name, string color){
    this->name = name;
    this->color = color;
  }

```

```
  Button(string name, string color, string type){
    this->name = name;
    this->color = color;
    this->type = type;
  }
};

```

Button();



Button("save");



Button("cancel","red")



Button("edit","green","round");



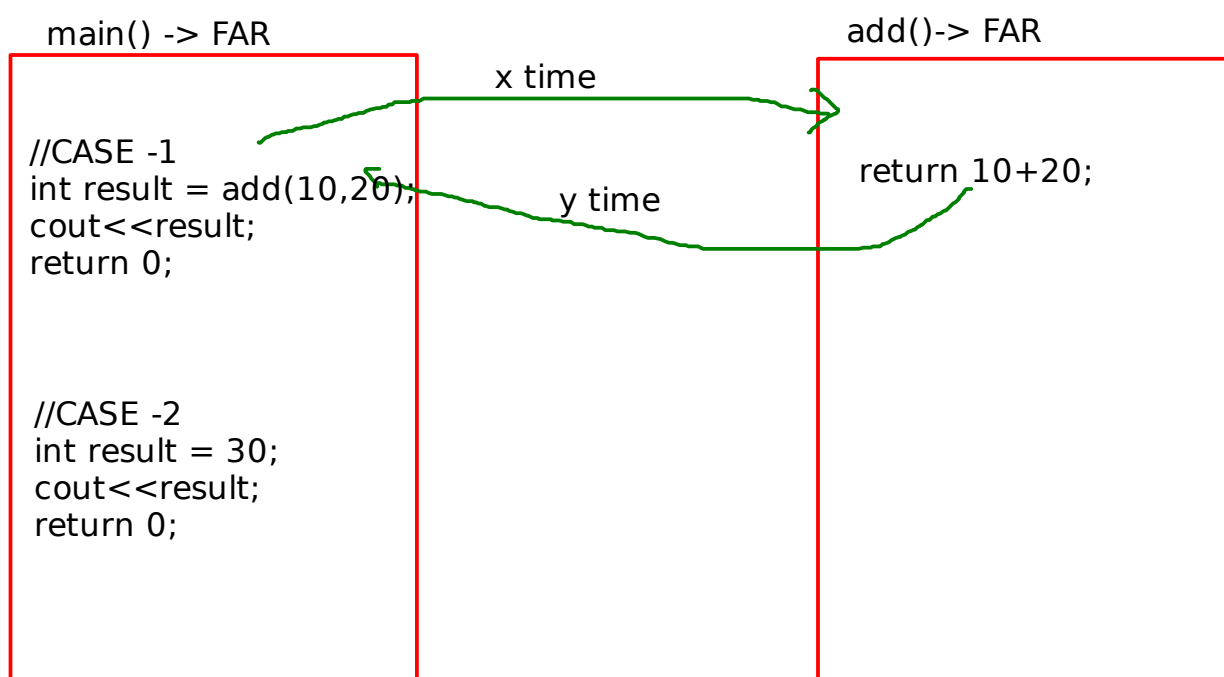
Button("delete","round");

```
int main(){
  Button();
  Button("save");
  Button("cancel","red");
  Button("edit","green",round);
}

```

```
Button(string name="", string color="white", string type="rectangle"){
}
Button(string name, string type){
}

```



```
int main(){

double num1;
double num2;
double num3;
double num4;
double num5;
double num6;
double num7;
double num8;
double num9;
double num10;

menu(){
cout<<"Hello"<<endl;

}
}
```

