Rajarata University of Sri Lanka

Faculty of Applied Sciences

B.Sc in Information and Communication Technology

ICT 1306 (Object Oriented Programming)
Practical 08

Outline

- Data Abstraction
- Interfaces

Outcome

At the end of this session students should be able to:

- Get knowledge about the Data Abstraction and Interfaces.

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1. Create a class called Adder with int type data member called total. Initialized it into 0 by using a constructor. Create a member function called calNum() , inside the function body implement a way to get 3 numbers from the user (Store 3 numbers in an array), add them together and output the answer.

2. Create a class called shape with two int type data members called width and height. Create two functions to set the values for width and height. Create another member function in order to calculate area of the shape called calArea().

Create another two classes called Rectangle and Triangle. Add a member function called calArea() in order to find out area of these shapes.

Take the width and height values from the user. And also allow user to enter a choice.

Choice =1 to find area of rectangle.
Choice =2 to find area of triangle.

Try to create an object from the base class.

Make the base class calArea() as pure virtual function.

Now again try to create an object from the base class.