Declare and implement a class *Date* that has 3 int data members: day, month and year, and has a no-argument constructor that creates a Date object and initializes its data members to zeros, a 3-argument constructor that creates a *Date* object and initializes its data members to given values, and two member functions: **get_date()** that reads from the keyboard the data of a date object in the form dd/mm/yy, and show_date() that displays a date object in the form dd/mm/yy, and a **compare** that compares two date objects and returns true if the first date is less than the second one, and false otherwise. Finally, write a main program that creates a date object and initializes it with today's date, and creates another *date* object and reads its data from the keyboard, then compares these

two dates and displays them with a message indicating the result of the comparison.

Create a class *Circle* that has 3 data members, x, y, and radius, representing the coordinates of the center and the radius of a circle, and has a constructor that initializes the *Circle* objects with given center coordinates and radius. It also has 3 member functions: (1) show_data() to display the values of the center coordinates and radius of a *Circle* object, (2) *area()* that calculates the area of a *Circle* object by using formula πr^2 , and (3) *circum*() that calculates the circumference of a Circle object by using the formula $2\pi r$, where $\pi=3.14$.

- 1. Define a class **Distance** that has two data members: feet (of type int) and inches (of type **float**), and has a constructor that initializes the data members of a **Distance** object with given values. It has a member function to Feet() that converts the *feet* and *inches* of a **Distance** object to feet and returns it, where the feet value = feet + inches/12.0. It also has two operators: getdist to get its data from the specified input stream, and showdist to output its data on the specified output stream
- 2. Define a class **Triangle**, that has four data members: *a*, *b*, *and c* (of type **int**), representing the sides of a triangle, and *area* (of type double), representing the area of a triangle, and has a constructor that initializes the data members *a*, *b*, *and c* of a **Triangle** object with

given values. It has a member function $get_area()$ that calculates the area of a **Triangle** object, where the area of a triangle of sides a, b, and c is obtained by the formula:

area =
$$\sqrt{s(s-a)(s-b)(s-c)}$$
, where $s = \frac{a+b+c}{2}$.

It also has two functions: *getdata* to get its data from the specified input stream, and **showdata** to output its data on the specified output stream.

3. Write a program that creates an array of 5 objects of class **Triangle**. In a loop, gets from the user the data of the 5 **Triangle** objects, and calculate their areas. When the user has finished entering the data for all **Triangle** objects, display their data (3 sides and area).