

Objectives:

- Learning to add header files in Visual Studio.Net environment.

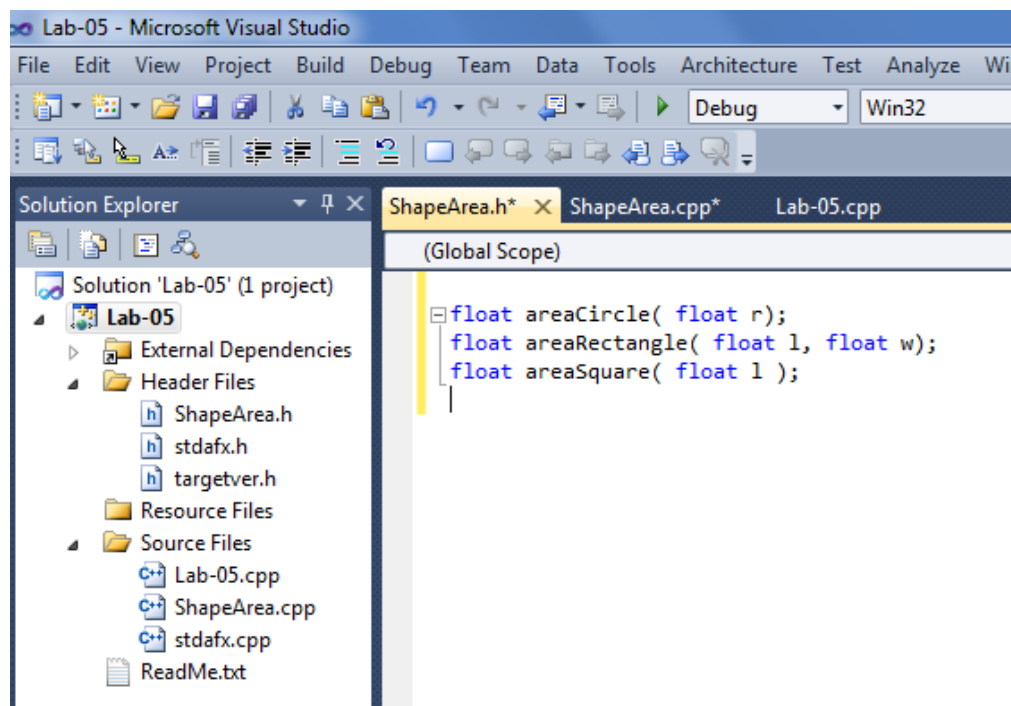
Exercise :

Consider the coding you have implemented in a single .cpp file last week (week -04)

We will see how we can add a header file and another source file to the project to separate the function implementation to several files.

Do the following tasks;

1. Create a new project in the Visual Studio.Net IDE. Name the project as “Lab-05”
2. Select Project -> Add New Item -> Header File (.h). Name the file as “ShapeArea”.
3. Type the function prototypes in this file as shown below;

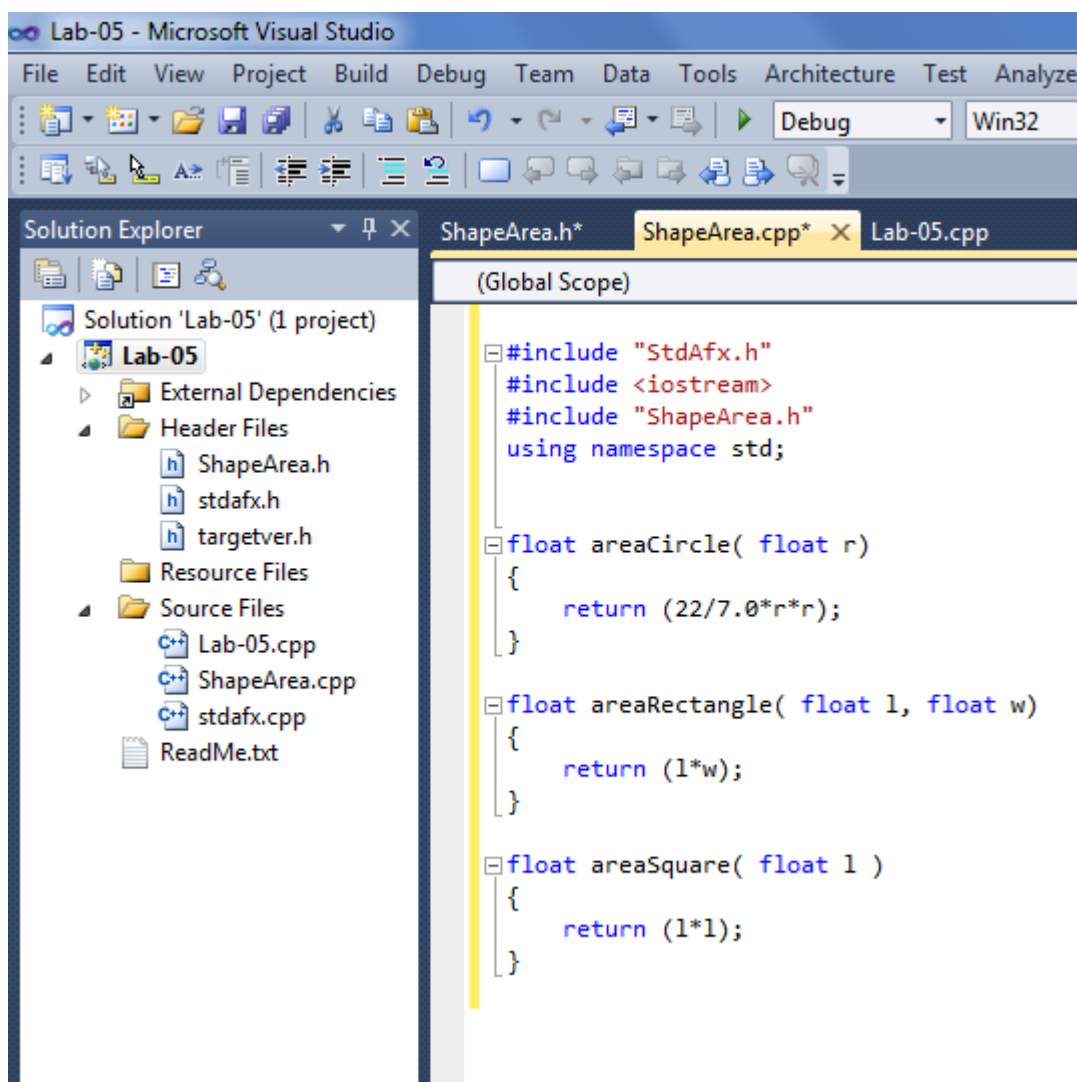


4. Now add another .cpp file. Select Project -> Add New Item -> C++ File (.cpp). Name the file as “ShapeArea”.

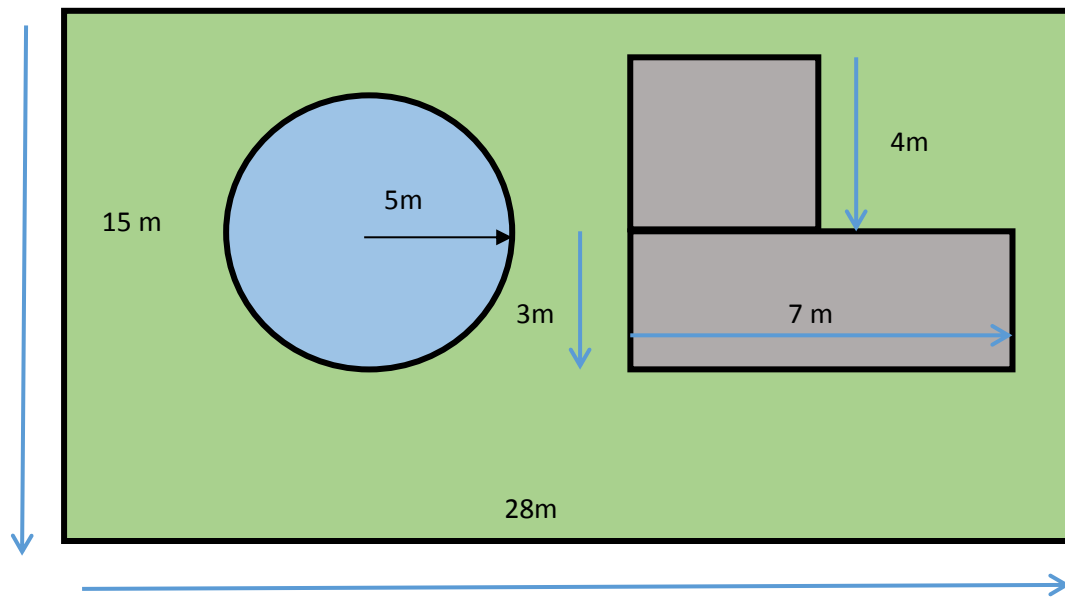
5. Implement the functions in the ShapeArea.cpp file as shown below.

Note that you have to add the following header files in the code.

```
#include "StdAfx.h"
#include <iostream>
#include "ShapeArea.h"
```

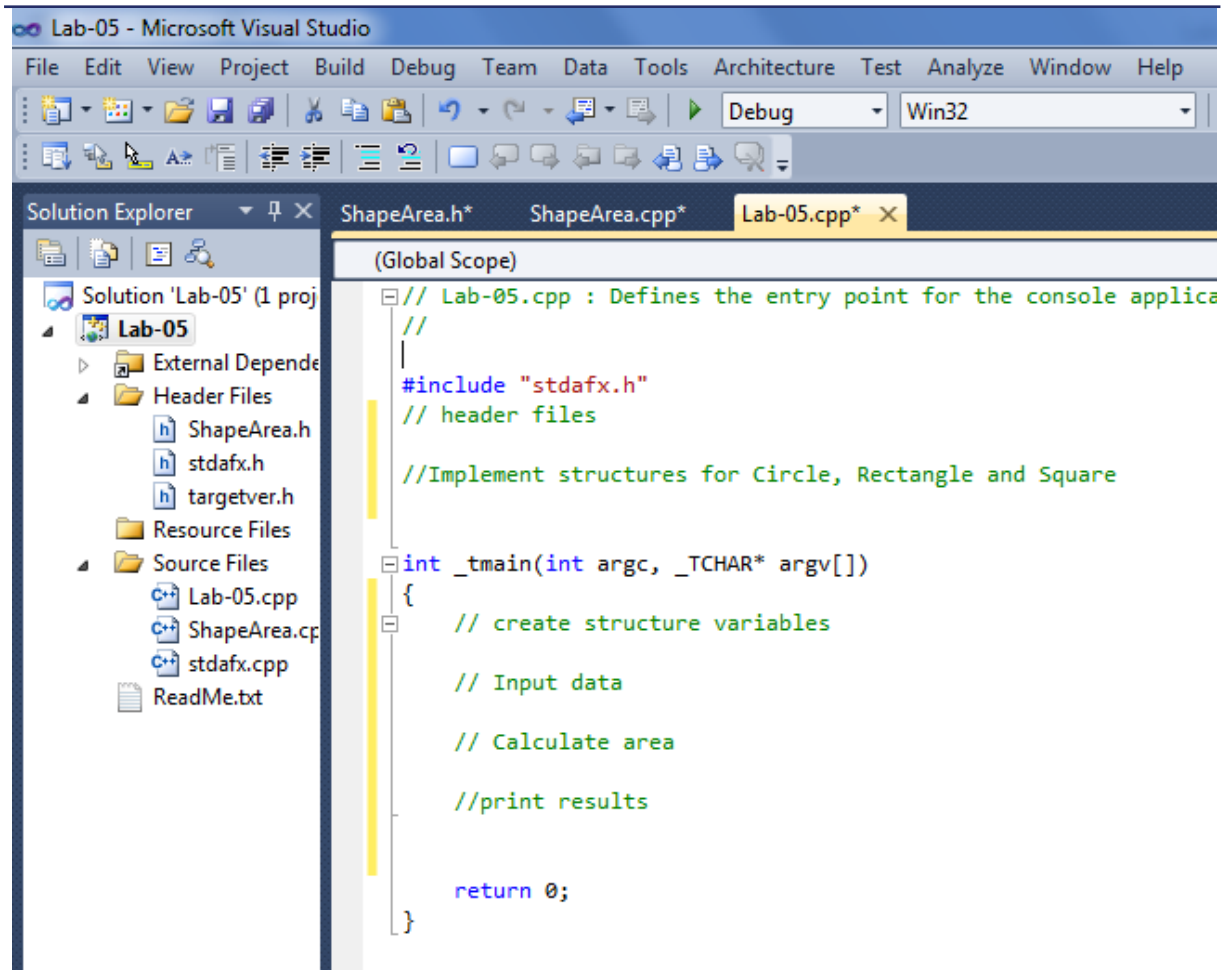


6. Now write the main program (in Lab-05.cpp file) to use the above three functions to calculate the area of the green colour shape in the diagram below.



Note that you have to add the following header files to your main program

```
#include <iostream>
#include "ShapeArea.h"
```



```
// Lab-05.cpp : Defines the entry point for the console application.
//
#include "stdafx.h"
// header files

//Implement structures for Circle, Rectangle and Square

int _tmain(int argc, _TCHAR* argv[])
{
    // create structure variables

    // Input data

    // Calculate area

    //print results

    return 0;
}
```

Home work

You can add the function you have developed to find the perimeter of the rectangle in to the program and calculate the cost for fixing a fence around the Yard.