OOP Practice Questions

1. Create a class rectangle with attributes length and width. Provide member functions that calculate the perimeter and area of the rectangle. Provide member functions to get the values from users and display the values of member variables. Write a program to test the class.

2. Write a function that accepts two arguments: a string name of a movie and an integer running time in minutes. Provide a default value for the minutes so that if you call the function without an integer argument, the minutes default to 90. Write a main() function that proves you can call the function with a string argument alone as well as with a string and an integer.

3. Create a class named *Shirt* that has the public data members *collarsize* and *sleeveLength*. Create a class named *Pants* that has the public data members *waistSize* and *inSeam*. Write a program that declares one object of each type Shirt and Pants and assigns values to the objects' data fields. Write two overloaded functions named *displayClothingFacts()*. One version of the function takes a Shirt object as an argument; the other version takes a Pants object. Each version displays the facts about the piece of clothing. Your main() function should demonstrate that you can call *displayClothingFacts()* with either type of clothing.

4. Define a class to represent a bank account, including the following data members:

- Name of the depositors
- Account number
- Type of account
- Balance amount in the account

and member functions:

- To assign initial values
- To deposit an amount
- To withdraw an amount after checking the balance
- To display the name and balance

Write a main program to test the program.