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Assignment No:- 3

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Class:- SE - Computer-B (SB3)

Roll No:- 65

Subject:- OOP

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#include <iostream>

#include <string>

using namespace std;

class Publication{

public:

string Title;

float Price;

string Output;

void inputData(){

cout<<"Enter Your Title:- ";

cin>>Title;

cout<<"Enter Your Price:- ";

cin>>Price;

}

void displayData(){

cout<<"Output:- "<<Output<<endl;

cout<<"Your Title:- "<<Title<<endl;

cout<<"Your Price:- "<<Price<<endl;

}

};

class Book : public Publication{

public:

int page\_count;

void inputPages(){

try{

cout<<"Enter Your Pages:- ";

cin>>page\_count;

if(page\_count<=0)

throw page\_count;

}

catch(int err){

cout<<"\nError....Invalid Page Count\n";

}

}

void displayPages(){

cout<<"Total Pages:- "<<page\_count<<endl;

}

};

class Tape : public Publication{

public:

float playing\_time;

void inputTime(){

try{

cout<<"Enter Playing Time:- ";

cin>>playing\_time;

if(playing\_time<=0)

throw playing\_time;

}

catch(float err){

cout<<"\nError....Invalid Timing\n";

}

}

void displayTime(){

cout<<"Playing Time:- "<<playing\_time<<endl;

}

};

int main(){

Book B1,C1;

Tape T1,D1;

int s;

cout<<"Select Publication Type:- 1.Book 2.Tape"<<endl;

cout<<"Your Choice Is:- ";

cin>>s;

switch(s){

case 1:

C1.inputData();

B1.inputPages();

C1.displayData();

B1.displayPages();

break;

case 2:

D1.inputData();

T1.inputTime();

D1.displayData();

T1.displayTime();

break;

default:

cout<<"Invalid Choice"<<endl;;

break;

}

return 0;

}

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Output:-

Select Publication Type:- 1.Book 2.Tape

Your Choice Is:- 1

Enter Your Title:- Game\_Of\_Thrones

Enter Your Price:- 500

Enter Your Pages:- 100

Output:-

Your Title:- Game\_Of\_Thrones

Your Price:- 500

Total Pages:- 100

Select Publication Type:- 1.Book 2.Tape

Your Choice Is:- 2

Enter Your Title:- Audio\_GOT

Enter Your Price:- 500

Enter Playing Time:- 100

Output:-

Your Title:- Audio\_GOT

Your Price:- 500

Playing Time:- 100

Select Publication Type:- 1.Book 2.Tape

Your Choice Is:- 3

Invalid Choice

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