Computer Science I Lab (CSC 2111)

Lab 07

Objectives

1. Class and Data Abstraction

2. Implement a user defined class

Example 1

Implement a **circle** class that calculates the area from a given radius.

Example 1

```cpp
class Circle {
public:
        Circle() { radius = 0; } // Default constructor
        void setRadius(float r) { radius = r; };
        float getRadius() { return radius; }
        float area() { return 3.14159 * radius * radius; };
private:
        float radius;
};

int main(void) {
        Circle c;
        float r;

        cout << "What is the radius ? ";
        cin >> r;
        c.setRadius(r);
        cout << "The area is : " << c.area() << endl;

        return 0;
}
```