

GLS University
Faculty of Computer Application & IT
221601507 Practicals on PHP
Assignment-4

Class and Object Basics

Create a class Car with attributes: brand, model, and year.

- Add a method displayInfo() that prints car details.
 - Create 2 objects and display their information.
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2. Class with Constructors and Destructors

Create a class Book with attributes: title and author.

- Use a constructor to initialize these attributes.
 - Use a destructor to print a goodbye message when the object is destroyed.
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3. Class Constants & Static Methods

Create a class MathOperations with:

- A constant PI = 3.14159.
 - A static method areaOfCircle(\$radius) that calculates area using PI.
 - Call the static method without creating an object.
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4. Inheritance

Create a class Person with attributes name and age, and a method display().

- Create a subclass Student that adds rollNo and overrides display() to include roll number.
 - Create an object of Student and show details.
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5. Abstract Class & Interface

- Create an abstract class Shape with abstract method calculateArea().
- Create two child classes Circle and Rectangle implementing calculateArea().
- Create an interface Drawable with method draw(). Implement it in both classes.
- Demonstrate with objects.