# Workshop 6 – Help Sheet

Here is a sample program which creates a class 'Animal', sets its name and age and prints a display message.

```c
// Sample program
#include <stdio.h>
#include <string.h>

class Animal //Constructor for creating an animal character
{
    private:
     int age; char name[10];

    public:
     void set_data (int a, char b[10]) //Function to set name
and age of animal
     {
        age = a;
        strcpy(name,b);
     }

     void message() //Display message
     {
        printf("The   animal   named   %s   is   %d   years
old.\n",name,age);
     }

};

int main()
{
    Animal zebra; //Create animal character
    zebra.set_data(5,"Zabby"); //Set name and age of character
    zebra.message(); //Print message

    //Another example:
    Animal dolphin;
    dolphin.set_data(2,"Dolly");
    dolphin.message();

    return 0;
}
```