Classes and Objects

1. Define a class Complex to represent a complex number. Declare instance member variables to store real and imaginary part of a complex number, also define instance member functions to set values of complex number and print values of complex number
2. Define a class Time to represent Time (like 3 hr 45 min 20 sec). Declare appropriate number of instance member variables and also define instance member functions to set values for time and display values of time.
3. Define a class Factorial and define an instance member function to find the Factorial of a number using class.
4. Define a class LargestNumber and define an instance member function to find the Largest of three Numbers using the class.
5. Define a class ReverseNumber and define an instance member function to find Reverse of a Number using class.
6. Define a class Square to find the square of a number and write a C++ program to Count number of times a function is called.
7. Define a class Greatest and define instance member function to find Largest among 3 numbers using classes.
8. Define a class Rectangle and define an instance member function to find the area of the rectangle.
9. Define a class Circle and define an instance member function to find the area of the circle.
10. Define a class Area and define instance member functions to find the area of the different shapes like square, rectangle , circle etc.