Quiz 2
Object Oriented Programming
and Data Structures

1. Create a class named 'Friend' with private data members (age, name, height,···,etc). (3 points)

2. The class should have at least one private data member which is declared using dynamic memory allocation. (2 points)

3. Write a constructor that can be used to initialize the values of private data members. (3 points)

4. Overload the constructor so that instantiation of an object is also possible. (2 points)

5. Write a copy constructor as well. (5 points)

6. Write a public member function animate() that displays *"In animate routine"* and request user to enter an animation request from a menu. e.g. 1. Run(), 2. Jump(), 3. Eat(),..., or invalid option. (5 points)

7. Create Private member functions Run(), Jump(), Eat() that are called from function animate() written as a public function. The functions should simply display something like *"in Run() routine"*. (2 points)

8. Write destructor for the class that deletes the dynamically allocated element while displaying *"In destructor routine of Object **Name**"*. (3 points)

9. Illustrate usage of this class in the main routine of the program. (5 points)