

Assignment 2 – Part 2 Instructions for writing the coding

1. You need to write the coding of classes with the attributes and the methods prototypes. Show relationships among classes appropriately.

Eg:

```
class Example1
{
private :
    int attribute1;
    double attribute2;
public :
    Example1();
    void method1();
    void method2();
};

Class Example2
{
    Private:
        Example1 *exp1[2];
        int attribute3;
    public:
        Example2();
        Void method3();
};
```

2. Implement the Constructors of each class.

```
Example1::Example1()
{
    // write the coding
}
```

3. You can keep the other methods blank.

```
void Example1::method1() {}
```

4. Write a main program to create objects of each object by calling necessary constructors. You do not need to call any other methods.

```
int main()
{
    Example1 ex1;

    return 0;
}
```