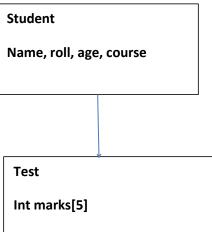
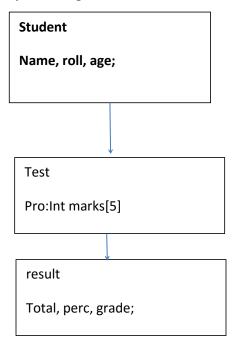
## Lab-7

## **Topic: Inheritance with Constructors and Destructors**

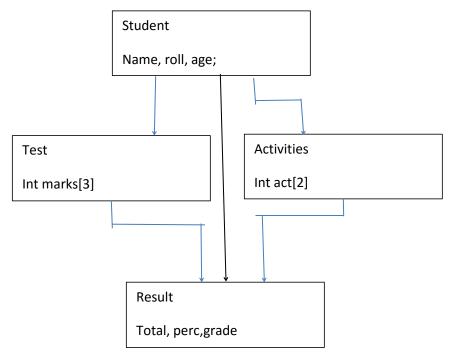
i. Create a class student which stores name, roll number and age of a student. Derive a class test from student class, which stores marks in 5 subjects. Input and display the details of a student.



ii. Extend the program i. to derive a class from result from class 'test' which includes member function to calculate total marks and percentage of a student. Input the data for a student and display his/her grade.

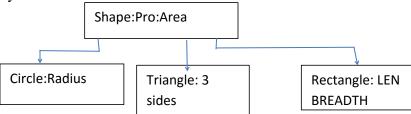


iii. Extend the program ii. to include a class sports, which stores the marks in sports activity. Derive the result class from the classes 'test' and 'Activities'. Calculate the total marks and percentage of a student.



iv. Create a class 'shape'. Derive three classes from it: Circle, Triangle and Rectangle.

Include the relevant data members and functions in all the classes. Find the area of each shape and display it.



			1		
	Batsman:				Baller
	Runstaken				Type: Pace/Spin
	Batting avg;				No of wickets taken
	No of half centuries				Runrate:
	No of centuries				Speed
	Strike rate				No of hatricks
					Best figure
,					
		Allrou	nder		
No of		man of the match:			
No of		international matches			
played		l:		^	
No of o		catches:			
ICC Rar		nking			
Stylish			player of the match:		