COE – 351: OBJECT-ORIENTED PROGRAMMING

LAB ACTIVITY 7

INHERITANCE

INTRODUCTION

For this lab activity, you'll need a good understanding of inheritance. Practice this before you come to the lab.

PRACTICE

Consider the following base class, *CPolygon*.

```
class CPolygon {
protected:
    int width, height;
public:
    void set_values(int a , int b){
    width = a, height = b
    }
};
```

1. From this parent class, create two derived classes; *CRectangle* and *CTriangle*. Each should have an integer function *area*, which will be used to calculate the area of a rectangle and a triangle respectively.
2. Create one object each of the two derived classes.
3. Set the width and height values of the objects to 10 and 5 respectively.
4. Print out the values of the respective areas of the two objects.