// =======================

// Included: Source.cpp, Student.cpp, Student.h

// =======================

// HW 8-1a

// =======================

// Christian Falucho

// CMPR 121

// =======================

/\*================ CONTENTS FROM Student.h ===================

#include <iostream>

#include <string>

#ifndef STUDENT\_H

#define STUDENT\_H

using namespace std;

class Student{

protected:

int ID;

int units;

string name;

public:

Student();

Student(int, string, int);

~Student();

void setID(int);

void setName(string);

void setUnits(int);

virtual void displayRecord();

};

#endif

};================ CONTENTS FROM Student.h ===================\*/

/\*================ CONTENTS FROM Student.cpp ===================

#include <iostream>

#include <string>

#include "Student.h"

Student::Student(){

ID = 0;

name = "";

units = 0;

}

Student::Student(int ID, string name, int units){

this->ID = ID;

this->name = name;

this->units = units;

}

Student::~Student(){

}

void Student::setID(int ID){

this->ID = ID;

}

void Student::setName(string name){

this->name = name;

}

void Student::setUnits(int units){

this->units = units;

}

void Student::displayRecord(){

cout << "ID: " << ID << endl;

cout << "Name: " << name << endl;

cout << "Units: " << units << endl;

}

/\*================ CONTENTS FROM Student.cpp ===================

/\*================ CONTENTS FROM Source.cpp ===================

/\*

===========================================================

=== MAIN FUNCTION ENDS ===

===========================================================

\*/

#include <iostream>

#include <string>

#include "Student.h"

using namespace std;

int main (){

Student s1;

Student s2(100, "Tom P. Lee", 12);

cout << "Student #1 \n";

s1.displayRecord();

cout << endl;

cout << "Student #2 \n";

s2.displayRecord();

cout << endl << endl;

// Calling Student Object's set function

s1.setID(101);

s1.setName("Christian Falucho");

s1.setUnits(15);

cout << "Student #1 after the set functions: \n";

cout << endl;

s1.displayRecord();

}/\*

===========================================================

=== MAIN FUNCTION ENDS ===

===========================================================

\*/

/\*================ CONTENTS FROM Source.cpp ===================

/\*

===========================================================

=== CODE OUTPUT ===

===========================================================

\*/

A screen shot of a computer

AI-generated content may be incorrect.

/\*

===========================================================

=== CODE OUTPUT ===

===========================================================

\*/

// =======================

// Included: Student.h, Student.cpp, main.cpp, UnderGrad.cpp, UnderGrad.h, Grad.cpp, Grad.h

// =======================

// HW 8-1b

// =======================

// Christian Falucho

// CMPR 121

// =======================

/\*================ CONTENTS FROM Student.h ===================

#include <iostream>

#include <string>

#ifndef STUDENT\_H

#define STUDENT\_H

using namespace std;

class Student{

protected:

int ID;

int units;

string name;

public:

Student();

Student(int, string, int);

~Student();

void setID(int);

void setName(string);

void setUnits(int);

virtual void displayRecord();

};

#endif

};================ CONTENTS FROM Student.h ===================\*/

/\*================ CONTENTS FROM Student.cpp ===================

#include <iostream>

#include <string>

#include "Student.h"

Student::Student(){

ID = 0;

name = "";

units = 0;

}

Student::Student(int ID, string name, int units){

this->ID = ID;

this->name = name;

this->units = units;

}

Student::~Student(){

}

void Student::setID(int ID){

this->ID = ID;

}

void Student::setName(string name){

this->name = name;

}

void Student::setUnits(int units){

this->units = units;

}

void Student::displayRecord(){

cout << "ID: " << ID << endl;

cout << "Name: " << name << endl;

cout << "Units: " << units << endl;

}

/\*================ CONTENTS FROM Student.cpp ===================

/\*================ CONTENTS FROM UnderGrad.h ===================

#include <iostream>

#include <string>

#include "Student.h"

using namespace std;

class UnderGrad: public Student{

protected:

string level;

public:

UnderGrad(int, string, int, string);

~UnderGrad();

virtual void displayRecord();

};

/\*================ CONTENTS FROM UnderGrad.h ===================

/\*================ CONTENTS FROM UnderGrad.cpp ===================

#include <iostream>

#include <string>

#include "UnderGrad.h"

UnderGrad::UnderGrad(int ID, string name, int units, string level){

this->ID = ID;

this->name = name;

this->units = units;

this->level = level;

}

UnderGrad::~UnderGrad(){

}

void UnderGrad::displayRecord(){

cout << "ID: " << ID << endl;

cout << "Name: " << name << endl;

cout << "Units: " << units << endl;

cout << "Class: " << level << endl;

}

/\*================ CONTENTS FROM UnderGrad. cpp ===================

/\*================ CONTENTS FROM Grad.h ===================

#include <iostream>

#include <string>

#include "Student.h"

using namespace std;

class Grad: public Student{

protected:

string degree;

public:

Grad(int, string, int, string);

~Grad();

virtual void displayRecord();

};

/\*================ CONTENTS FROM Grad.h ===================

/\*================ CONTENTS FROM Grad.cpp ===================

#include <iostream>

#include <string>

#include "Grad.h"

Grad::Grad(int ID, string name, int units, string degree){

this->ID = ID;

this->name = name;

this->units = units;

this->degree = degree;

}

Grad::~Grad(){

}

void Grad::displayRecord(){

cout << "ID: " << ID << endl;

cout << "Name: " << name << endl;

cout << "Units: " << units << endl;

cout << "Degree: " << degree << endl;

};

/\*================ CONTENTS FROM Grad.cpp ===================

/\*================ CONTENTS FROM main.cpp ===================

/\*

===========================================================

=== MAIN FUNCTION ENDS ===

===========================================================

\*/

#include <iostream>

#include <string>

#include "Grad.h"

#include "UnderGrad.h"

using namespace std;

int main(){

UnderGrad undergrad(100, "Tom P. Lee", 9, "Freshman");

Grad grad(101, "Jim Jones", 12, "PHD");

undergrad.displayRecord();

cout << endl;

grad.displayRecord();

cout << endl;

grad.setUnits(15);

grad.displayRecord();

return 0;

} /\*

===========================================================

=== MAIN FUNCTION ENDS ===

===========================================================

\*/

/\*================ CONTENTS FROM main.cpp ===================

/\*

===========================================================

=== CODE OUTPUT ===

===========================================================

\*/

A screenshot of a computer

AI-generated content may be incorrect.

/\*

===========================================================

=== CODE OUTPUT ===

===========================================================

\*/