

CHANDIGARH UNIVERSITY

UIC

OOPs LAB PRACTICAL

Practical No. – 8

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Practical 8)

WAP to evaluate the area of a particular shape as entered by the user at run time, where shape is the base class in which function area is declared. Various shape classes should be defined derived from shape class and accordingly the area function should be defined. User will give its choice as per the menu to calculate the area.

Ans)

Code :-

```
#include <iostream>

using namespace std;

float pi=3.14;    //Use of global variable

class shape{      //base class

    protected:    //protected members can be inherited

        int a,b;

    public:

        virtual void area()=0;    //using pure virtual function ( only declaration in base class )

};

class square: public shape{    //1st derived class

    protected:

        int r;

    public:

        void area(){    //defining pure virtual function in base class

            cout<<"Enter side of square: "<<endl;

            cin>>b;

            r=b*b;

            cout<<"Area of square is: "<<r;

        }

};

class circle: public shape{    //2nd derived class

    protected:

        float r;
```

public:

```
void area(){    //defining pure virtual function in base class

    cout<<"Enter radius of circle: "<<endl;

    cin>>r;

    cout<<"Area of circle is: "<<pi*r*r;

}
```

};

class rectangle: public shape{ //3rd derived class

protected:

int r;

public:

```
void area(){    //defining pure virtual function in base class

    cout<<"Enter length and breadth of rectangle: "<<endl;

    cin>>a>>b;

    r=a*b;

    cout<<"Area of rectangle is: "<<r;

}
```

};

class triangle: public shape{ //4th derived class

protected:

float r;

public:

```
void area(){    //defining pure virtual function in base class

    cout<<"Enter base & height of triangle: "<<endl;

    cin>>a>>b;

    r=0.5*a*b;

    cout<<"Area of triangle is: "<<r;

}
```

};

class trapezium: public shape{ //5th derived class

protected:

float y;

int r;

public:

```
void area(){    //defining pure virtual function in base class

    cout<<"Enter length of two parallel sides of trapezium: "<<endl;

    cin>>a>>b;

    cout<<"Enter value of distance between these sides: "<<endl;

    cin>>r;

    y = 0.5*(a+b)*r;

    cout<<"Area of trapezium is: "<<y;

}
```

};

int main() {

int q;

cout<<"Enter the shape whose area you want to calculate: "<<endl;

cout<<"List of shapes available: Enter Shape no."<<endl<<"1=square, 2=circle, 3=rectangle, 4= triangle, 5=trapezium: \n";

cin>>q;

//using nested if-else condition to choose shapes

if(q == 1){

square s; //creating object

s.area(); //calling pure virtual function

}

else if(q == 2){

circle c; //creating object

c.area(); //calling pure virtual function

}

else if(q == 3){

rectangle r; //creating object

r.area(); //calling pure virtual function

```

}

else if( q == 4 ){

    triangle t;    //creating object

    t.area();      //calling pure virtual function

}

else if( q == 5 ){

    trapezium tt;  //creating object

    tt.area();     //calling pure virtual function

}

else{

    cout<<"\n\n\nPlease enter correct value from list\n\n\n"<<endl;

}

return 0;

}

```

OUTPUT:-

