

Lab Assignment 5

1. Write a program which will overload the area () method and display the area of a circle, triangle and square as per user choice and user entered dimensions. Consider the class as Shape.
2. Create a class called 'Matrix' containing constructor that initializes the number of rows and number of columns of a new Matrix object. The Matrix class has the following information:
number of rows of matrix, number of columns of matrix, elements of matrix in the form of 2D array.
The Matrix class has methods for each of the following:
 - 1 - get the number of rows
 - 2 - get the number of columns
 - 3 - set the elements of the matrix at given position (i,j)
 - 4 - adding two matrices. If the matrices are not addable, "Matrices cannot be added" will be displayed.
 - 5 - multiplying the two matrices