

COE 351: OBJECT-ORIENTED PROGRAMMING

LAB ACTIVITY 4

CLASSES AND OBJECTS

INTRODUCTION

The following encompasses concepts from classes and objects.

Study your slides and practice before coming to the lab.

PRACTICE

1. Create a class called Quadrilateral. It should have private integer variables *x* and *y*.
 - a. This class should have two functions: *set_values* will pass two integer values to the variables *x* and *y* while *area* will calculate and return the product of the two variables.
2. Create two objects from this class, *square* and *rectangle*.
3. Using *set_values*, set the *x* and *y* variables for *square* to 10 and 10.
4. Using *set_values*, set the *x* and *y* variables for *rectangle* to 5 and 10.
5. Using *area*, display the area values for *square* and *rectangle* on the console.