```cpp
#include <iostream>
using namespace std;

struct Table{
	int width;
	int length;
	int hight;
	int color;
};

void InitTable(struct Table * table) {
	cout << endl << "Enter Table Width: ";
	cin >> table->width;
	cout << "Enter Table Length: ";
	cin >> table->length;
	cout << "Enter Table Hight: ";
	cin >> table->hight;
	cout << "Enter Table Color: ";
	cin >> table->color;
}

void PrintTable(struct Table table)  {
	cout << endl << "The Table Width: " << table.width << endl;
	cout << "The Table Length: " << table.length << endl;
	cout << "Enter Table Hight: " << table.hight << endl;
	cout << "Enter Table Color: " << table.color << endl;
}

bool IsBlack(struct Table table) {
	return table.color == 0;
}


int main() {
	struct Table table1, table2;

	InitTable(&table1);
	InitTable(&table2);
	PrintTable(table1);
	PrintTable(table2);

	if (IsBlack(table1)) // true\false
		cout << endl << "The Table Color is Black !!!" << endl;
	else
		cout << endl << "The Table Color is not Black !!!" <<
endl;
	return 0;
}
```

```cpp
#include <iostream>
using namespace std;

class Table
{
public:
	Table();
	Table(int w, int l, int h, int c) {
		width = w;
		length = l;
		hight = h;
		color = c;
	};
	void PrintTable();
	bool IsBlack();
	int getColor() { return color; };
	~Table(){
		cout << "Delete Object Table !!!" << endl;
	};
private:
	int width;
	int length;
	int hight;
	int color;
};

Table::Table(){
	cout << endl << "Enter Table Width: ";
	cin >> width;
	cout << "Enter Table Length: ";
	cin >> length;
	cout << "Enter Table Hight: ";
	cin >> hight;
	cout << "Enter Table Color: ";
	cin >> color;
}

void Table::PrintTable( )  {
	cout << endl << "The Table Width: " << width << endl;
	cout << "The Table Length: " << length << endl;
	cout << "Enter Table Hight: " << hight << endl;
	cout << "Enter Table Color: " << color << endl;
}

bool Table::IsBlack( ) {
	return color == 0;
}
```

```
int main() {
	Table table1, table2(2, 3, 4, 5);

	cout << endl << table1.getColor();

	table1.PrintTable();
	table2.PrintTable();

	if (table1.IsBlack()) // true\false
		cout << endl << "The Table Color is Black !!!" <<
endl;
	else
		cout << endl << "The Table Color is not Black !!!"
<< endl;
	return 0;
}
```