

OOP LAB



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Sno	Aim	Sign
1	Define a class, right angled triangle and determine its area and perimeter	
2	Define a class of complex numbers and create interfaces for addition and subtraction	
3	Define a class Income and calculate taxes and deductions	
4	Get Employee details and provide for increments in rank and salary	
5	Create a bank account manger with withdrawl, deposit and summary options	
6	Create a class STR and do operator overloading for string manipulation	
7	Create a class of Product and Manufacturer and use Inheritance	