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SL No.	Question
1.	Class vehicle has two data members number of wheels and range of type integer . A constructor with two arguments with the data members. Function show() display the number if wheels and range of the vehicle. Class car inherits the vehicle class which has data member passengers of type integer. The function show() of the class display the number of passenger. The class truck inherit the vehicle class and the show() function of truck class display the loadlimit of truck. Implement the class. Make a drive parameter(3000,12,1200). Invoke the show function of car and truck classes.
2	A class named circle which has two objects. Implement the relational operators (<,<=,==,!=,>) in a class named circle. Use friend operator function.
3	
4	1) The Triangle class) Design a class named Triangle that extends Geometricobject. The class contains the following *- Three double data fields named side1, side2, and side3 to denote three sides of the triangle. * A no-arg constructor that creates a default triangle with each side 1.0. * A constructor that creates a rectangle with the specified side1, side2, and side3. *The constant accessor functions for all three data fields. *-A constant function named getArea() that returns the area of this triangle. *A constant function named getPerimetert) that returns the perimeter of this triangle. Implement the class. Write a test program that prompts the user to enter three sides of the triangle, enter a color, and enter 1 or 0 to indicate whether the triangle The program should create a Triangle object with these sides and set the color and filled properties using the input. The program display the area, perimeter, color, and true or false to indicate whether filled or not.
5	The class named City that holds the following fields: A String for the name of the city, an integer for the population. The City constructor requires two parameters that represent the names and populations of the city. The City class is inherited from Division. Division class has two fields number of cities and the populous city. The Division constructor requires two parameters. Provide get methods of display all fields for each city. Create the City class with two objects which have 4 parameters.
6	Design a class named Person and its two derived classes named academic and non_academic. Make supporting_staff class drive from both academic and non_academic. A person has a name, phone number and working hour. Make person. Write a test program to implement the class.
7	As you know, the minus sign is both a binary and a unary operator in C++. You might be wondering how you can overload it so that it retains both of these uses relative to a class that you create. The solution is actually quite easy: you simply overload it twice, once as a binary operator and once as a unary operator. This program shows how: *Overload the - relative to coord class.

8	The following program overloads the increment operator (++) relative to the coord class Overload ++ relative to coord class.
9	In the following program, the == and && operators are overloaded: Overload the == and && relative to coord class.
10	It is possible to overload an operator relative to a class so that the operand on the right side is an object of a built-in type, such as an integer, instead of the class for which the operator function is a member. For example, here the + operator is overloaded to add an integer value to a coord object: Overload the + for ob + int as well as ob + ob.
11	The following version of the preceding program overloads the - and the = operators relative to the coord class. Overload the +, -, and = relative to coord class.
12	Design a class named intake41 that contains: • Int private data field intake. • Char private data field section. • Double public tuition_fee. • A no-arg constructor that set default values to intake , section and tuition_fee. • A parameterized constructor that takes two arguments for intake and section. • A functions caltuiton() which calculate total tuition by number of course multiplies 1000tk. Implement the class by creating an object.