***Lab 12: Assignment of classes and objects***

Source code:

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace ConsoleApplicationUl

{

class animal // class

{

public string name;

public string color; // properties

public int weight;

public double height;

public int avg\_life;

public float pace;

public int rupee;

public void eat() // functions

{

int food;

Console.WriteLine("How many times it eats in a day ? ");

food = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("it eat " + food + "times in a day ");

}

public float speed()

{

float ans;

Console.WriteLine("Enter the speed of the animal in km/h ?");

pace = Convert.ToInt32(Console.ReadLine());

ans = ((pace \* 1000) / 3600);

Console.WriteLine("its speed is " + ans + " metre per second");

return ans;

}

public int price()

{

int ans;

Console.WriteLine("Enter the price of the animal in $ ?");

rupee = Convert.ToInt32(Console.ReadLine());

ans = (rupee \* 100);

Console.WriteLine("its price is " + ans + " RS ");

return ans;

}

}

class Program

{

static void Main(string[] args)

{

Console.WriteLine("\t\t=====Enter the details of the Animal=====\t\n");

animal dog = new animal(); // reference or object name

Console.WriteLine("Enter the name ?");

dog.name = Console.ReadLine();

Console.WriteLine("its name is " + dog.name);

Console.WriteLine("Enter the color ?");

dog.color = Console.ReadLine();

Console.WriteLine("its color is " + dog.color);

Console.WriteLine("Enter the weight ?");

dog.weight = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("its weight is " + dog.weight);

Console.WriteLine("Enter the height ?");

dog.height = Convert.ToDouble(Console.ReadLine());

Console.WriteLine("its height is " + dog.height);

Console.WriteLine("Enter the average life ?");

dog.avg\_life = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("its average life is " + dog.avg\_life);

dog.eat();

dog.speed();

dog.price();

Console.WriteLine("\t\t=====Enter the details of the Animal=====\t\n");

animal cat = new animal(); // reference or object name

Console.WriteLine("Enter the name ?");

cat.name = Console.ReadLine();

Console.WriteLine("its name is " + cat.name);

Console.WriteLine("Enter the color ?");

cat.color = Console.ReadLine();

Console.WriteLine("its color is " + cat.color);

Console.WriteLine("Enter the weight ?");

cat.weight = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("its weight is " + cat.weight);

Console.WriteLine("Enter the height ?");

cat.height = Convert.ToDouble(Console.ReadLine());

Console.WriteLine("its height is " + cat.height);

Console.WriteLine("Enter the average life ?");

cat.avg\_life = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("its average life is " + cat.avg\_life);

cat.eat();

cat.speed();

cat.price();

Console.WriteLine("\t\t=====Enter the details of the Animal=====\t\n");

animal cow = new animal(); // reference or object name

Console.WriteLine("Enter the name ?");

cow.name = Console.ReadLine();

Console.WriteLine("its name is " + cow.name);

Console.WriteLine("Enter the color ?");

cow.color = Console.ReadLine();

Console.WriteLine("its color is " + cow.color);

Console.WriteLine("Enter the weight ?");

cow.weight = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("its weight is " + cow.weight);

Console.WriteLine("Enter the height ?");

cow.height = Convert.ToDouble(Console.ReadLine());

Console.WriteLine("its height is " + cow.height);

Console.WriteLine("Enter the average ?");

cow.avg\_life = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("its average life is " + cow.avg\_life);

cow.eat();

cow.speed();

cow.price();

Console.ReadKey();

}

}

}

Output:





