

Score.cpp x Score.h x testScore.cpp x Rectangle.cpp x Rectangle.h x testRect.cpp x

```
1 #include <stdio.h>
2 #include "Score.h"
3
4 int main (){
5     float scr, scr2;
6
7     printf("Enter your Score: ");
8     scanf("%f", &scr);
9
10    Score mark1, mark2;           //create an obj
11
12    mark1.setScore (scr);         //constructor
13    printf("", mark1.getGrades());
14
15    printf("Enter your Score2: ");
16    scanf("%f", &scr2);
17
18    mark2.setScore(scr2);
19    printf("", mark2.getGrades());
20
21    return 0;
22
23 }
```

Command Prompt

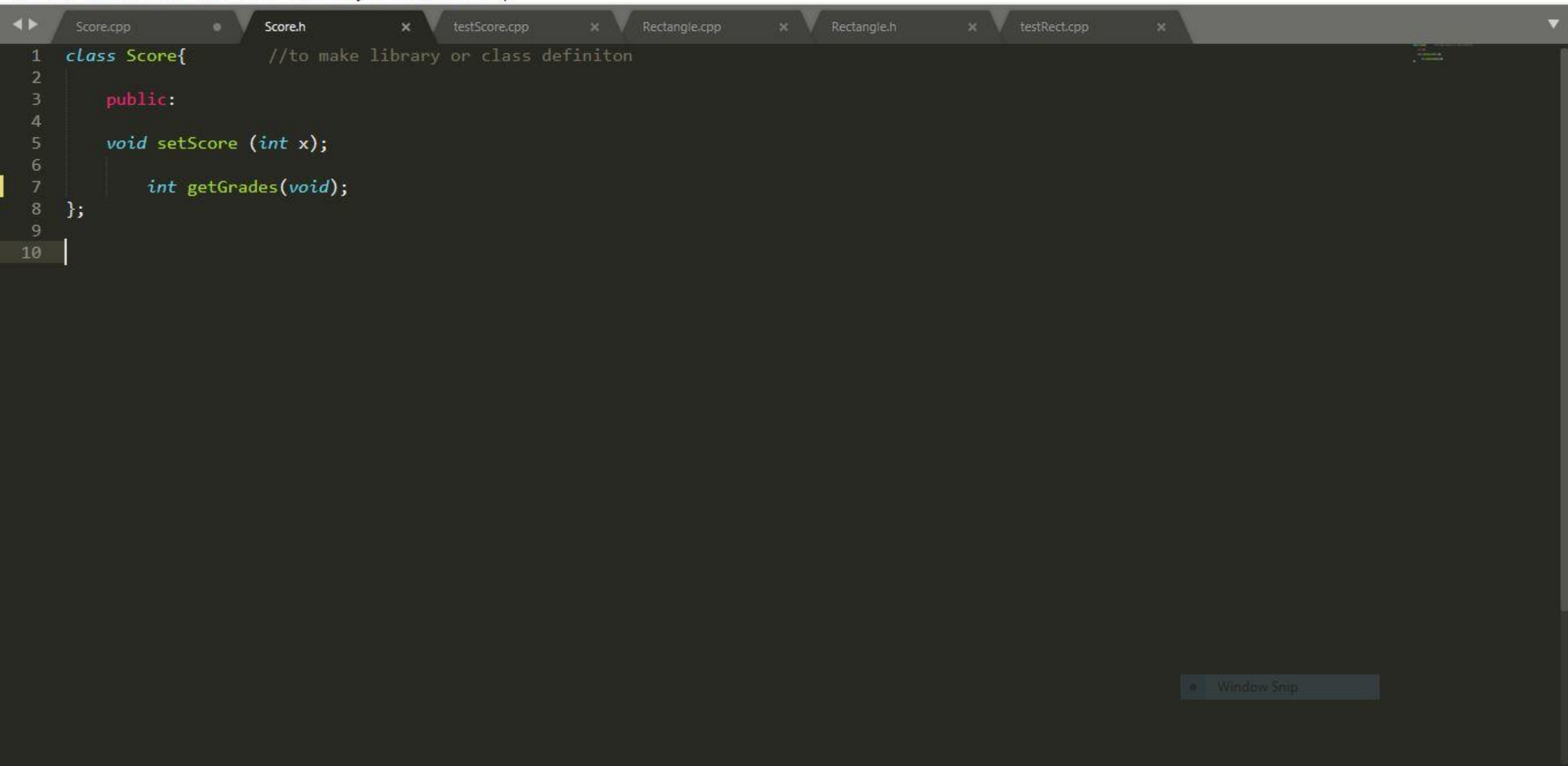
```
C:\Users\Debby\Documents\Notepad\Object-Oriented>g++ testScore.cpp Score.cpp -o a
C:\Users\Debby\Documents\Notepad\Object-Oriented>a
Enter your Score: 67
Your Grade is C
Enter your Score2: 93
Your Grade is A
C:\Users\Debby\Documents\Notepad\Object-Oriented>
```

Full-screen Snip

```
Score.cpp
Score.h
testScore.cpp
Rectangle.cpp
Rectangle.h
testRect.cpp

1 #include "Score.h"
2 #include <stdio.h>
3 int score;
4
5
6 void Score::setScore(int x){           //setScore = behaviour (defining)
7
8     score = x;
9 }
10
11 int Score::getGrades(){               //getGrades = behaviour (processing)
12
13     if(score >= 90){
14         printf("Your Grade is A\n");
15     }
16
17     else if(score >= 75){
18         printf("Your Grade is B\n");
19     }
20
21     else if(score >= 60){
22         printf("Your Grade is C\n");
23     }
24
25     else if(score >= 50){
26         printf("Your Grade is D\n");
27     }
28
29     else{
30         printf("Your Grade is F\n");
31     }
32
33     return 0;
34 }
35
```

Full-screen Snip



The image shows a Sublime Text editor window with a dark theme. The title bar at the top indicates the file path: C:\Users\Debby\Documents\Notepad\Object-Oriented\Score.h - Sublime Text (UNREGISTERED). Below the title bar is a menu bar with options: File, Edit, Selection, Find, View, Goto, Tools, Project, Preferences, and Help. The editor has several tabs open: Score.cpp, Score.h (the active tab), testScore.cpp, Rectangle.cpp, Rectangle.h, and testRect.cpp. The active tab, Score.h, contains the following C++ code:

```
1  class Score{           //to make library or class definiton
2
3      public:
4
5      void setScore (int x);
6
7      int getGrades(void);
8  };
9
10
```

The cursor is positioned at the end of line 10, column 1. A vertical scrollbar is visible on the right side of the editor. In the bottom right corner, there is a small button labeled "Window Snip".