**CSE 135: Fundamentals of Computer Programming**

**Lab 6: Classes and Objects**

**October 20, 2014**

1. Create a class for Circle having private member radius. Write methods which can calculate area and circumference of a circle. Skeleton Code is given below:

class Circle

{

// define private members radius, area and circumference here

Circle() { }

Circle(double r)

{ // Put Code to assign radius value to private member radius

}

// getter setters for radius variable

public float getArea()

{

// Write Code to calculate area of a circle

}

public float getCircumference()

{

// Write Code to calculate circumference of a circle

}

}

1. Your bank offers you 1 bonus point on every 100 taka purchase using your credit card. Suppose you have used your credit card to purchase at three different places. Design a class representing one shop which will calculate the bonus point on each purchase. There will be three objects for purchases on three different shops. A static variable totalBonusPoints will keep the total bonus points earned by you after all three purchases. Sample class skeleton is given below:

class shopPurchase

{

private double purchaseAmount;

public static double totalBonusPoints;

shopPurchase() { }

// getter setters for purchaseAmount variable

public void calculateBonus()

{

// code for calculating bonus

}

}