13016209 Object-Oriented Concepts and Programming

Lab 8

Start your program with your information using the following format:
/*
ID:
Name:
Lab No:
Question No:
Date:
*/
 Modify program in Lab 7 by adding the copy constructors and overload the assignment operator. From the following Rectangle class:
class Rectangle {
private:
double width, length;
public:
void setWidth(int aWidth) {
width = aWidth;
}
<pre>void setLength(int aLength) {</pre>
length = aLength;
}
double getWidth() const {
return width;
}
double getLength() const {
return length;
ì.

```
double getArea() const {
    return width * length;
}
```

- 2.1 Add the default constructor to set the width and the length to be zero.
- 2.2 Add the 2-parameter constructor to set the width and the length based on the value specified by the parameters.

2.3

- 2.4 Create the class Box that inherits from the class Rectangle, the class Box must have;
- 2.4.1 One additional variable height
- 2.4.2 Setter and Getter methods for height.
- 2.4.3 2 constructors those are the default constructor that set width, length, and height to 0, and the 3-parameter constructor to set the width, length and height based on the value specified by the parameters.
- 2.4.4 Override the getArea() function of the Rectangle, the area of the box can be calculated using this formula: 2 * (length * width + length * height + width * height);
- 2.4.5 The function that returns volume of the box. The formula is width * length * height.
- 2.5 Create class PrintRectangleShape that has 3 static functions, printAreaInfo() for Rectangle, printAreaInfo() for Box, and printVolumeInfo() for Box.
- 2.6 Write the main program that works as shown by the following example output.

```
1.Rectangle
2.Box
0.Exit
Your choice: 1
Enter width of the rectangle: 4
Enter length of the rectangle: 5
area of the retangle with width = 4 and length = 5 is 20
1.Rectangle
2.Box
0.Exit
Your choice: 2
Enter width of the box: 5
```

Enter length of the box: 4

Enter height of the box: 6

area of the box with width = 5 and length = 4 and height = 6 is 110 volume of the box with width = 5 and length = 4 and height = 6 is 120

1.Rectangle

2.Box

0.Exit

Your choice: 0

Good bye