

OOP ASSIGNMENT: 01

ABDULLAH RAZA

70125751 (B)

QUESTION: 01

```
#include <iostream>

using namespace std;

class Rectangle{

float Length, Width;

string Colour;

public:

static int objectsCount;

Rectangle(){

Length = 10;

Width = 20;

Colour = "white";

objectsCount++;

}

Rectangle(float l){

Length = l;

Width = 6.5;

Colour = "white";

objectsCount++;

}
```

```
Rectangle(float l, float w){
    Length = l;
    Width = w;
    Colour = "white";
    objectsCount++;
}

Rectangle(float l, float w, string col){
    Length = l;
    Width = w;
    Colour = col;
    objectsCount++;
}

float calPerimeter(){
    return 2*(Length + Width);
}

float Area(){
    return Length*Width;
}

string getColour(){
    return Colour;
}

bool isSquare(){
    if(Length == Width){
        return true;
    }
}
```

```
else{  
    return false;  
}  
}
```

```
};
```

```
int Rectangle::objectsCount=0;
```

```
int getTotalObjects(){  
    return Rectangle::objectsCount;  
}
```

```
float averageArea(float first, float second, float third){  
    return (first+second+third)/3;  
}
```

```
int main(int argc, char** argv) {  
    float area1, area2, area3;  
    int numberOfSqr = 0;  
    Rectangle r1(4.5), r2(7.6, 4), r3(2.6, 2.6, "pink");  
    cout << " Total Objects Created : " << getTotalObjects() << endl << endl;  
  
    if(r1.isSquare() == 1){  
        cout << " Object (1) is a square!" << endl;  
        numberOfSqr++;  
    }
```

```

if(r2.isSquare() == 1){
    cout << " Object (2) is a square!" << endl;
    numberOfSqr++;
}

if(r3.isSquare() == 1){
    cout << " Object (3) is a square!" << endl;
    numberOfSqr++;
}

if(r1.isSquare() != 1 && r2.isSquare() != 1 && r3.isSquare() != 1){
    cout << " None of the Objects is a square!" << endl;
}

cout << " Total Number Of Squares: " << numberOfSqr << endl << endl;


if(r1.calPerimeter() > r2.calPerimeter() && r1.calPerimeter() > r3.calPerimeter()){
    cout << " Rectangle (1) has the largest perimeter! Its colour is: " << r1.getColour() << endl;
}else if(r2.calPerimeter() > r1.calPerimeter() && r2.calPerimeter() > r3.calPerimeter()){
    cout << " Rectangle (2) has the largest perimeter! Its colour is: " << r2.getColour() << endl;
}else{
    cout << " Rectangle (3) has the largest perimeter! Its colour is: " << r3.getColour() << endl;
}


cout << "\n Average Area of All three Rectangles is: " << averageArea(r1.Area(), r2.Area(),
r3.Area()) << endl;

return 0;
}

```