Constructor, Function Overloading and Default Argument

* 1. Write a program to find the area of Circle and Triangle using function overloading.
  2. Write a program to calculate the volume of different geometric shapes like cube, cylinder and sphere and hence implement the concept of Function overloading.
  3. Write a program to calculate the area of the shapes of user choice (use switch case) using function overloading .
  4. Write a program to create a class integer and overload the constructors to take integer values with arguments and without arguments. Use destructor to destroy the objects.
  5. Write a class that represents a book. Make sure that your program separate interface from implementation of this class.

Data that is associated with the Book class:

Title, ISBN number, Author, Publication.

Functions that can be performed on Book class:

* Set\_All ()—sets all data members values.
* Get() – to retrieve ISBN and author name for a given book.
* Member function to print a summary of information for a given book,
* Constructor to initialize object data members,
* Constructor with arguments to initialize object data members for any value.

Write a program to test Book class as follows:

Define a main function to create objects. Try to change the values stored on the object using the set\_all() function. Print a summary of information for this object.

* 1. Write a program to demonstrate default argument

1. Add two default arguments
2. Accept one user input and other default argument and perform addition
3. Accept both inputs from user and perform addition.