



Task 3 OOP

- 1) Make a class called Car has fields (name, model, color), enter them using constructor with named parameters and print them.
- 2) Declare a class to represent a bank account with the following data members: Name, account number, type of account (S for saving and C for current) and balance amount.
The class also contains member functions to do the following:
 - a) Constructor to initialize data members
 - b) Set & get for data members.
 - c) To deposit money
 - d) To withdraw money after checking the balance (minimum balance is 1000).
 - e) To display data members.
 - In the main create a List of customers
 - Fill in the data of all customers from the user and display customer's data.
 - Use deposit and withdraw method and then use get_balance method to display the balance value.
- 3) Create a class named Rectangle with properties for _width and _height. Add getters named width and height. Add setters for these properties that ensure you can't give negative values. Add a getter for a calculated property named area that returns the area of the rectangle.
- 4) Create a base class, Shape, and two derived classes Rectangle, Triangle from it. In Shape, create two private int member width, height and a function setValues that takes two parameters to initialize two members. In Rectangle, create a function Area() that compute rectangle area, Also in Triangle create a function Area() that compute triangle area. In the Main() function, Create two objects from derived classes to call area function.
- 5) Make a class called Shape that has property (width, height) and behavior (area), and then make another 2 classes called (Rectangle, Square) that extends the class Shape and has a property (color) and then print them. { make override on are a method on both 2 classes }.