# **Exercises: Classes & Inheritance**

## **Exercise**

1. Create a base class “**RoundShapes**” and 3 derived classes   
   - “**Circle**”   
   - “**Semi-Circle**”  
   **- “Quadrant”**

Use ***setters*** to give values to their data members (you will decide which their data members will be) and ***getters*** to calculate their area and circumference.

1. Create a class that describes a Cylinder, using the Circle class you created in (a).