**LAB 8**

**Object:**

To understand the concept of function oveririding

**EXERCISE:**

Imagine a publishing company that markets both book and audiocassette versions

of its works. Create a class publication that stores the title (a string) and price

(type float) of a publication. From this class derive two classes: book, which adds

a page count (type int); and tape, which adds a playing time in minutes (type

float). Each of these three classes should have a getdata() function to get its data

from the user at the keyboard, and a putdata() function to display its data. Write a

main() program to test the book and tape classes by creating instances of them,

asking the user to fill in data with getdata(), and then displaying the data with

putdata().

**SOURCE CODE:**

#include<iostream>

#include<string>

using namespace std;

class Publication{

private:

string title;

float price;

public:

void getData()

{

cout<<"\nEnter Title: "; cin>>title;

cout<<"Enter Price: $"; cin>>price;

}

void putData()

{ cout<<"\nTitle: "<<title<<"\nPrice: "<<price; }

};

class Book : public Publication{

private:

int pages;

public:

void getData()

{ Publication::getData(); cout<<"Enter Pages: "; cin>>pages; }

void putData()

{ Publication::putData(); cout<<"\nPages: "<<pages; }

};

class Tape : public Publication{

private:

float minutes;

public:

void getData()

{ Publication::getData(); cout<<"Enter Minutes: "; cin>>minutes; }

void putData()

{ Publication::putData(); cout<<"\nMinutes: "<<minutes; }

};

int main()

{

Book b;

Tape t;

b.getData();

t.getData();

b.putData();

cout<<endl;

t.putData();

cout<<endl;

return 0;

}