Week-5-6

1. Simple i/o program with a class, accessing class instance in

main ().

#include<iostream>

using namespace std;

class RGB{

public:

string name;

float quantity,quality;

};

int main(){

RGB color;//color is object

cout<<"\nINPUT"<<endl;

cout<<"\nName of the color ";cin>>color.name;

cout<<"\nQuality of the color ";cin>>color.quality;

cout<<"\nQuantity of the color (kg)";cin>>color.quantity;

cout<<"\nOUTPUT"<<endl;

cout<<"Name "<<color.name<<endl;

cout<<"Quality "<<color.quality<<endl;

cout<<"Quantity "<<color.quantity<<"kg"<<endl;

return 0;

}