CS2613: Programming Languages Laboratory (FR02A)
Lab #20 – Winter 2024

Language: Octave (#4)
# of Tasks: 1
Topics:
- Class Definition
- Object Instantiation
- Accessors and Mutators
- Methods

*All tasks are to be completed individually in line with the academic offense guidelines detailed on the syllabus and are **due before the end of the lab period** unless stated otherwise.*

Task #1

Task Style: Exploration
Submission Method: Show to Course Instructor

Description:
For this lab, you will create an Octave object-oriented program that meets at least the following requirements:
1. At least 2 classes:
    a. Each should have at least 1 accessor and 1 mutator.
    b. Each should have at least 1 additional method that performs functionality for the class.
    c. Overwrite the disp() function for each class.
2. Instantiate an object of each class.
3. Test all methods of each class.
4. Print each object using a disp() function that you created.
5. Save each object to a file.

Everything else in the program is optional, but remember that this may be a great opportunity for you to review for the final exam.

Extra Challenge (Not Mandatory):
-   Create a new class that inherits from one of the other classes. Include some methods. Test this class out.

Resources:
-   GNU Octave Documentation
    -   34 – Object Oriented Programming
    -   Specifically, 34.1, 34.2, and 34.5