Institute of Computer Technology

B. Tech Computer Science and Engineering

Subject: ESFP-II (2CSE203)

**PRACTICAL-EXAM**

**AIM: - Implement a program to override legs function in classes Animal, Bird, Reptile and**

**display two legs if function of bird is called, display four legs if reptile is called but if**

**the reptile is crawler then four legs but if it is creeper then display no legs.**

**1) Animal Type Bird -> Birds have two legs**

**2) Animal Type Reptile Crawler-> Crawlers have 4 legs like lizards**

**Creeper-> Creepers have no legs as snakes**

***CODE:***

#include <iostream>

using namespace std;

class Animal

{

public:

void legs()

{

cout<<"\nInside Animal class";

}

};

class Bird: public Animal

{

public:

void legs()

{

cout<<"\nBirds have two legs"<<endl;

}

};

class Reptile: public Animal{

public:

void legs(int a)

{

if (a==1)

{

cout<<"\nCrawler have 4 legs like lizards"<<endl;

}

else

{

cout<<"\nCreepers have no legs as snakes"<<endl;

}

}

};

int main()

{

while(1)

{

int a,c;

Animal ob;

ob.legs();

cout<<"\nSelect any one of the following: ";

cout<<"\n(1) Bird\t(2) Reptile\t(3) Exit"<<endl;

cout<<"\nEnter choice of selection: ";

cin>>c;

switch (c)

{

case 1:

Bird obj;

obj.legs();

break;

case 2:

Reptile obj1;

cout<<"\nSelect any one of the following: ";

cout<<"\n(1) Crawler\t(2) Creeper"<<endl;

cout<<"\nEnter choice of selection: ";

cin>>a;

obj1.legs(a);

break;

case 3:

exit(0);

default:

break;

}

}

return 0;

}

***OUTPUT:***

