# **Note:** Use appropriate type of inheritance

# **Task # 01 (10+10+10 = 30 points)**

Write code for the following hierarchy as shown below

# **a)**

**Vitz**

# **Vehicle:** no\_of\_tires, size, no\_of\_seats,

# **Car:** no\_of\_tires, size, no\_of\_seats, color

# **Vitz:** no\_of\_tires, size, no\_of\_seats, color, model, plate\_number

# Write these three functions for a member variable of each class setValue(), getValue() and printValue().

# **b)**

# Following are the members of each class:

# name, eye\_color, hair\_color are common members of all the classes.

# Myself, MySister have extra member variables of education & age. Also create getters and setters.

# **c)**

# Following are the members of each class

# Shapes: length, width, area()

# 2d shapes: area()

# 3d shapes: area (), volume()

# Circle: radius, color, area()

# Square: side, color, area()

# Cube: length, width, height, area(),volume()

# Pyramid: base, height, area(),volume()

# Override function in the above example, also include the setters and getters function for each member variable of the class.