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Reg# BSE203003

Subject: OOP LAB

Lab: 10

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Practice Task 1:

```
#include<iostream>
#include<string>
using namespace std;
class Animal {
protected:
    string Name;
    string Zoo;
public:
    virtual void show()
    {
        cout << "Welcome to code";
    }
};

class Birds :public Animal {
protected:
    bool flying;
public:
    void set_name(string name, string zoo)
    {
        Name = name;
        Zoo = zoo;
    }
    void set_values(bool n)
    {
        flying = n;
    }
    void show()
    {
        cout << "Name of Animal" << Name << endl;
        cout << "Name of Zoo" << Zoo << endl;
        cout << "Is it flying" << flying << endl;
    }
};

class Reptiles :public Animal
{
protected:
    int Length;
public:
    void set_values(int L)
    {
        Length = L;
    }
    void show()
    {
        cout << "Length= " << Length;
    }
};

int main()
{
    Animal Ani;
    Birds bds;
    Reptiles rep;
```

```

        Animal *obj1 = &bds;
        Animal *obj2 = &rep;
        Animal *obj3 = &Ani;
        bds.set_name("lion", "ABC");

        bds.set_values(1);
        rep.set_values(12);
        obj1->show();
        obj2->show();
        obj3->show();
    }
}

Project : Microsoft Visual Studio
File Edit View Project Build Debug Team Tools Test Analyze Window Help
Debug x64 Local Windows Debugger ...
Capture Frame Frames to capture ...
Quick Launch (Ctrl+Q) Sign in
Solution Explorer
Solution Project3 (1 project)
Project3
References
External Dependencies
Header Files
Resource Files
Source Files
Source.cpp
Properties Team Explorer
Output
Show output from: Debug
'Project3.exe' (Win32)
The thread 0x708 has exited with code 0 (0x0).
The thread 0x2e4 has exited with code 0 (0x0).
The program 'Project3.exe' has exited with code 0 (0x0).

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```

Practice Task 2:

```

#include<iostream>
#include<string>
using namespace std;
class Person {
protected:
    string Person_name;
    int Person_age;
public:
    virtual void print() = 0;
};
class Student : public Person {
protected:
    int std_id;
    float Cgpa;
public:
    void valuesAssigned(string name, int age, int id, float cgpa)
    {
        Person_name = name;
        Person_age = age;
        std_id = id;
        Cgpa = cgpa;
    }
    void print()
    {

```

```

        cout << "Person's Name::" << Person_name << endl;
        cout << "Person's Age::" << Person_age << endl;
        cout << "Student ID" << std_id << endl;
        cout << "Cgpa" << Cgpa << endl;
    }

};

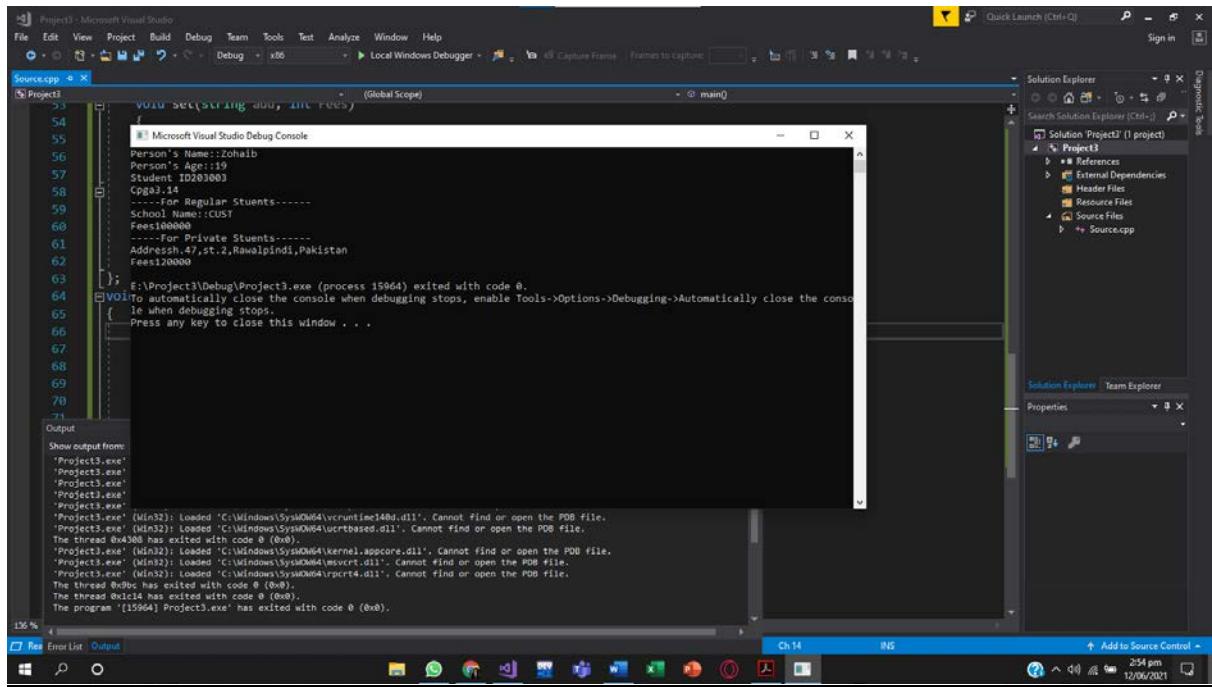
class Regular :public Student {
protected:
    string school;
    int fee;
public:
    void values(string School, int Fee)
    {
        school = School;
        fee = Fee;
    }
    void print()
    {
        cout << "School Name::" << school << endl;
        cout << "Fees" << fee << endl;
    }
};

class Private :public Student {
protected:
    string Address;
    int fees;
public:
    void set(string add, int Fees)
    {
        Address = add;
        fees = Fees;
    }
    void print()
    {
        cout << "Address" << Address << endl;
        cout << "Fees" << fees << endl;
    }
};

void main()
{
    Student std;
    Regular reg;
    Private pvt;
    Student *obj1 = &reg;
    Student *obj2 = &pvt;
    Student *obj3 = &std;
    std.valuesAssigned("Zohaib", 19, 203003, 3.14);
    reg.values("CUST", 100000);
    pvt.set("h.47,st.2,Rawalpindi,Pakistan", 120000);

    obj3->print();
    cout << "-----For Regular Students-----" << endl;
    obj1->print();
    cout << "-----For Private Students-----" << endl;
    obj2->print();
}

```



Practice Task 3:

```
#include<iostream>
#include<string>
using namespace std;
class GeometricShape {
public:
    virtual void show() = 0;
};
class Rectangle :public GeometricShape {
protected:
    int length, width;
public:
    void setLength()
    {
        cout << "Enter Length";
        cin >> length;
    }
    int getLength()
    {
        return length;
    }
    void setWidth()
    {
        cout << "Enter width";
        cin >> width;
    }
    int getWidth()
    {
        return width;
    }
    int computeArea()
    {
        return length * width;
    }
    void show()
    {
        cout << "Length of rectangle = " << getLength() << endl;
    }
};
```

```

        cout << "Width of the rectangle = " << getWidth() << endl;
    }
};

class Cuboid :public Rectangle {
protected:
    int height;
public:
    void setHeight()
    {
        cout << "Enter height";
        cin >> height;
    }
    int getWidth()
    {
        return height;
    }
    int computeArea()
    {
        return height * length*width;
    }
    void show()
    {
        cout << "Height = " << height << endl;
    }
};
void main()
{
    Rectangle rec;
    Cuboid cube;
    Cuboid *obj1 = &cube;
    Rectangle *obj2 = &rec;
    cout << "Enter values of cuboid" << endl;
    obj1->setWidth();
    obj1->setLength();
    obj1->setHeight();
    cout << "Enter values of rectangle" << endl;
    obj2->setWidth();
    obj2->setLength();
    cout << "Data of rectangle" << endl;
    obj2->show();
    cout << "area" << obj2->computeArea() << endl;;
    cout << "Data of cuboid" << endl;
    obj1->show();
    cout << "area" << obj1->computeArea();
}

```

