CSC 1201 Programming Language 2

Tutorial (2)

Q1 :

1. Declare a **Book** class consist of the book title, number of pages, publisher, author .Those variables are private.
2. Add functions to the class members in order to set and get the variables.
3. Add a print function to print the book information all information (book title, number of pages, publisher, author)
4. Add two constructors:
	1. Default constructor (do nothing).
	2. Constructor to set the **book pages** with a given value.
5. Add a destructors to print a destroy massage.

#include <iostream>

#include <string>

using namespace std;

class Book

{

private:

 string title;

 int pages;

 string publisher;

 string author;

public:

 Book();

 Book(int pa){pages=pa;}

 ~Book(){cout<<"error";}

 void setT(string t)

 {title=t;}

 void setP( int p)

 {pages=p;}

 void setPu(string Pu)

 {publisher=Pu;}

 void setA(string A)

 { author=A;}

 string getT()

 {return title;}

 int getP()

 { return pages;}

 string getPu()

 { return publisher;}

 string getA()

 { return author;}

void print()

{ cout<<title<<"\t"<<publisher<<pages<<author; }

};

int main()

{ Book B;

 B.setT("math");

 B.setPu("maram");

 B.print();

 return 0;

}

**Q2 : complete the program. You may need to make some changes in the code:**

class Dog {

 protected:

 int age;

\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

};

int main(){

 //declare a dog called woofy

 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 // set Woofy’s age to 5

 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 return 0;

}