

Advanced Programming

Quiz 3

Classes and Objects

Name:

Student ID:

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Define a class named Rectangle to represent rectangular areas. Write functions to find area and perimeter of the rectangle.

Create an object of type Rectangle in your main program. Assign values to it and determine its area and perimeter.

```
#include <stdio.h>
```

```
class Rectangle
{
    private :
        int w;
        int h;

    public:
        Rectangle(int,int);
        int FindArea();
        int FindPerimeter();
};
```

```
Rectangle::Rectangle(int a, int b)
{
    w = a;
    h = b;
}
```

```
int Rectangle::FindArea()
{
    return w* h;
}
```

```
int Rectangle::FindPerimeter()
{
    return (w + h) * 2;
}
```

```
int main()
{
    Rectangle r(3,4);
```

```
printf("Area is %d\n" , r.FindArea());  
printf("Perimeter is %d\n" , r.FindPerimeter());  
  
return 0;  
}
```