

02: Introduction to Classes and Objects

(Exercises)

Exercise 1

- ✿ Complete the following code skeleton to declare a class named **Date**. The class should contain attributes and methods to store and retrieve a date in the form 14/4/2018

```
class Date{  
    private:  
    public:  
}
```

- ✿ Identify the type (accessor or mutator) of the following member method to the **Rectangle** class

```
setWidth (double w) ;  
getWidth () const;
```

Exercise 2

 Identify 4 (four) errors in the code below :

```
Class Test
{
    private:
        int data1
        float data2

    public:
        void function1();
        float function2();
}
```

 Defined a class named **BMI**. This class has three data members: feet, inches, and weight and two member functions: 3 accessors and 3 mutators.

Exercise 3

✿ Here is the class of Account:

```
class Account {  
    string name;  
    double balance;  
public:  
    string get_name() const;  
    double get_balance() const;  
    void deposit(double amount);  
    void withdraw(double amount);  
};
```

- Declare two objects of class Account
- Access public member of Account using the two objects