

Ex 5.3

```
//In CatClass.h  
class CAT          // declare the class  
{  
public: void SetWeight (int weight);  
       int GetWeight();  
       void Meow();  
private: int itsWeight;  
};
```

```
//In CatCodes.cpp under project LibCat  
#include "CatClass.h"  
#include <iostream>  
using namespace std;  
int CAT::GetWeight()  
{ return itsWeight;  
}  
void CAT::SetWeight(int weight)  
{ itsWeight = weight;  
}  
void CAT::Meow()  
{ cout << "Meow, Meow ... Meow"<<endl;  
}
```

```
//In Prog.cpp under project MainProject  
#include <iostream>  
#include "CatClass.h"  
using namespace std;  
  
int main()  
{  
    bool flag=true;  
    char input;  
    CAT Felix;  
    int weight;  
    while (flag)  
    {
```

```

cout<< "a\tSet the weight of a cat\n";
cout<< "b\tGet the weight of a cat\n";
cout<< "c\tAsk the cat to Meow!\n";
cout<< "d\tQuit\n";
cin>>input;
switch (input)
{
case 'a': cout<< "Input the weight of the cat: \n";
        cin>>weight;
        Felix.SetWeight(weight);
        break;
case 'b': cout << "The cat's weight is "<<Felix.GetWeight()<<endl;
        break;
case 'c': Felix.Meow();
        break;
case 'd': flag=false;
        break;
default: cout << "Invalid input!"<<endl;
        break;
}
}
}

```

Ex 5.3b

// Ex 5.3b is very similar to Ex 5.3

//In PhoneClass.h

```

class PHONE          // declare the class
{
public: void SetSerial (int no);
        int GetSerial();
        void Ring();
private: int serial_no;
};

```

//In PhoneCodes.cpp under project LibPhone

```

#include "PhoneClass.h"
#include <iostream>

```

```

using namespace std;
int PHONE::GetSerial()
{   return serial_no;
}
void PHONE::SetSerial(int no)
{   serial_no = no;
}
void PHONE::Ring()
{   cout << "Ring ... Ring, Ring ... Ring"<<endl;
}

```

//In PhoneProg.cpp under project PhoneProject

```

#include <iostream>
#include "PhoneClass.h"
using namespace std;

int main()
{
    bool flag=true;
    char input;
    PHONE a;
    int num;
    while (flag)
    {
        cout<< "a\tSet the serial number of a phone\n";
        cout<< "b\tGet the serial number of a phone\n";
        cout<< "c\tAsk the phone to ring!\n";
        cout<< "d\tQuit\n";
        cin>>input;
        switch (input)
        {
            case 'a': cout<< "Input the serial number of the phone: \n";
                cin>>num;
                a.SetSerial(num);
                break;
            case 'b': cout << "The phone's serial number is "<<a.GetSerial()<<endl;
                break;
            case 'c': a.Ring();

```

```
        break;
    case 'd': flag=false;
        break;
    default: cout << "Invalid input!"<<endl;
        break;
    }
}
}
```