_____

Tutorial 1

Exercise (1):

Write a class called *Pen* , which has two attributes : *intkLevel* , and *color* . A new pen always comes with inkLevel of 10 , while the color is different from one pen to another. In addition to the constructor , a pen has a method called *write* which reduce the level of the ink of the pen by 1 , then returns the current inkLevel . A *refill* method sets the inkLevel to 10. Finally , a *display* method prints on the screen the details of the pen (color and inkLevel).

Exercise (2):

Create a class *Rectangle*, which has attributes *length* and *width* , each of read from user. It has member function that *calculate* the perimeter and area of the rectangle .It has *set* and *get* functions for both length and width . The set function should verify that length and width are each floating – point numbers greater than 0.0 and less than 20.0 .

[Hints]:
- Perimeter =2*(length + width).
- Area =length *width.