CSC-202-1: Computer Science II Session 1 (Summer II, 2018)
5:00pm – 7:00pm (MTWTh)
Instructor: Dr. Laxmi P. Gewali
Lab Practice 2 (Learning simple Class design)
June 5, 2018

(Lab Practice Submissions need to be done at the end of Lab Practice around 7:00 PM)

Design a class named **MyFan** to represent a fan. The class contains:
- An integer data member named **speed** that specifies the speed of the fan. A fan has three speeds indicated with a value 1, 2, or 3. The default value is 1.
- A bool field named **on** that specifies whether the fan is on (default is false).
- A double data field named **radius** that specifies the radius of the fan (the default should be 5).
- A string data field named **color** that specifies the color of the fan (default is blue).
- A default constructor.
- Accessor and mutator member functions with obvious names, (**void setSpeed(int),**
   int getSpeed(), etc.), for all the data fields.
- A member function named **print()** to print the properties of the fan.

Write client code to create two fan objects: (i) one with speed 3, radius 10, color yellow, and turn it on, (ii) other with speed 2, radius 5, color blue, and turn it off. Use print method to print the properties of both fans.

If the members are "read-only" put appropriate const tag.

Comment your source code appropriately.

Execute your program to make sure that the objects created by the class are working correctly.

After completing the program submit it to your grader (Bibek Subedi).
E-mail address of Bibek is: bibek.subedi@unlv.edu