

Inheritance – Program Assignment

Given the following,

Batting Average		On-Base Percentage		Stolen Base Grade	
>= 0.300	Excellent	>= 0.371	Very Good	>= 100	A
>= 0.260	Average	>= 0.340	Above Average	>= 70	B
>= 0.200	Good	>= 0.320	Average	>= 50	C
below	Poor	>= 0.310	Below Average	>= 25	D
		below	Bad	below	F

Referring to the program on Page 7 of the Chapter 15 notes on the www.syl9.com website, use the above to create a program that will include a class that will allow input values for the three categories and a the member function that will determine the results given your input.

Example: A player with a batting average of 0.275, an on-bat percentage of 0.382 and 75 stolen bases, should produce the following results:

A 0.275 batting average yields an **Average** batting average. A player with an on-base percentage of 0.382 will be **Very Good**. And a player with 75 stolen bases would have a grade of **B**.