// array.cpp : This file contains the 'main' function. Program execution begins and ends there.

//

#include "pch.h"

#include <iostream>

class FloatingPoint

{

private:

float array[];

int num;

public:

FloatingPoint(int size);

~FloatingPoint();

void storeNum(int num, int index)

{

float \* arr;

arr = new array [index];

num = arr[index];

return num

array[index] = num;

}

int getNum(int index)

{

num = array[index];

return num;

}

void getHighVal()

{

}

void getLowVal()

{

}

};

int main()

{

}

// Run program: Ctrl + F5 or Debug > Start Without Debugging menu

// Debug program: F5 or Debug > Start Debugging menu

// Tips for Getting Started:

// 1. Use the Solution Explorer window to add/manage files

// 2. Use the Team Explorer window to connect to source control

// 3. Use the Output window to see build output and other messages

// 4. Use the Error List window to view errors

// 5. Go to Project > Add New Item to create new code files, or Project > Add Existing Item to add existing code files to the project

// 6. In the future, to open this project again, go to File > Open > Project and select the .sln file