Hi all, congratulate to complete the huge assignment & quiz 1. In these few weeks you will focus on how to work as OOP (Objected Oriented Programming) which highly related to class and inheritance. So we do a little review about the class also header file this week for warming up ~

Let’s do it in group (if we have enough people)

Practice:

Define a class called “Cake” in a header file “cake.h”

The class must have 3 private variables(members):

double size; // present the diameter in inch

double price;

String name;

And also include 3 public function members ( include the constructor )

Which are:

Constructor Cake(); //The constructor required 3 parameters to initiate value of all three private member ( size, price, name )

Void show price(); // This function will output the name of the cake with it’s price, for example: Lemon tar - 8.5 dollars

Void changePrice(); // This function need one parameter which is a double type value to change the price variable

Finish the class then declare the Cake type variable (object) in your main function.

Remember to satisfy the three parameters when declaring the object. And try to change the price then print on the screen.

Header file:

Main function: