**1.**

**godzilla.h**

#ifndef GODZILLA\_H

#define GODZILLA\_H

#include <iostream>

#include <string>

using std::string;

using std::cout;

using std::endl;

class Godzilla{

private:

string name;

public:

Godzilla(string n);

void destroy(string building);

void setName(string n);

string getName();

};

#endif

**godzilla.cpp**

#include "godzilla.h"

Godzilla::Godzilla(string n)

{

name = n;

}

void Godzilla::destroy(string building)

{

cout << "The godzilla " << name << " just destroyed " << building << endl;

}

void Godzilla::setName(string n)

{

name = n;

}

string Godzilla::getName()

{

return name;

}

**main.cpp**

#include "godzilla.h"

int main()

{

Godzilla a("sushi");

a.destroy("white house");

system("pause");

return 0;

}

**2.**

#include <iostream>

#include <fstream>

using std::ifstream;

using std::ofstream;

int main()

{

int cwid;

ifstream read;

ofstream write;

read.open("sample.txt");

write.open("newFile.txt");

while (!read.eof())

{

read >> cwid;

write << cwid << endl;

}

read.close();

write.close();

system("pause");

return 0;

}