**Quiz 2 review**

1. Create a header file “**godzilla.h**” and define a class “**Godzilla**” in the header file. The class include a string type variable called “name” and other functions include:

A constructor which use for initialize the “name” variable

A void function called “**destroy**” which require a string type parameter (a building name) and the function will print out a message with the name of the Godzilla and the building name which is destroyed by the Godzilla.

For example:

The Godzilla a just destroyed white house

A **getName** and **setName** function to return the name of change the name of this Godzilla

\*Only have the prototype in this header file, and create another .cpp file called “**godzilla.cpp**” which contain the body(definition) of all the functions from “**godzilla.h**”

Create a main.cpp file with following:

1. Declare a Godzilla object with initial name “sushi”;
2. Call destroy function with any building name you like;
3. Call **setName** function to change the name to “Skippy”
4. Call **getName** function and print the new name.
5. Create a “ID.txt” file which contain 3 cwid in 3 different line:

For example:

893298777

893377689

897633821

Using a while loop to read the 3 cwid from the ID.txt file and write this 3 id into a “new.txt” file.

( You can use fstream or ofstream, ifstream ).