Week Five

C++ Starring Mr Feeney

- class: a way to organize your code. Like functions.

  • Store code & data

  • defines an *"object"*

  • Just like your excel sheet

  • How to name your class: must be named in <u>one noun</u> i.e. Robot, Gun

  • Don't name your header guard after your class

• Creating class;

  • name the file .h

  • header guard

  • key word "Class"

  • class name

  • curly bracket

  • constructor and destructor with no "void" nor "int"

  • a method is a function in a class

  • (see code note)

  • create a .cpp file

  • include your .h file

  • create your content of methods

  • create another .cpp file

  • include the .h file

  • now you can use your class (see code note)

• struct: like class, but ONLY for data

  • C: no classes, only struct