

## HW3: Fake Objects

### Due Midnight, 2/17

This assignment follows up on the notes concerning building objects out of straight C components, specifically macros, function pointers and structs.

In class, we went over building “fake” objects in C. In class, we worked through code that is available in the course git repository with the filename `objects.c`. A more thoroughly documented version of this code exists as well in the git repository under the name `fake_objects.c`.

Modify this code to support a “fake” `Student` class with `char* name` and `int age` “instance variables”. This class should have setters and getters for both instance variables, as well as a `print()` method that uses `printf` to directly output the object’s `name` and `age`.

Illustrate the construction of a new fake object, and calls to all these methods, with a simple non-interactive `main` method.

### Turn in

One C file with the required contents. Put your name in comments at the top of the file. **Code must compile to be worth any points.**