Name: _	
Class Day / Time: _	
_	
Due Date:	

## Lab Exercise – Date Class

Implement the DATE CLASS using the following methods and attributes:

```
public:
    CONSTRUCTORS & DESTRUCTOR
    Date();
   //uses private utility methods
   Date(unsigned short month,
      unsigned short day,
      unsigned short year);
   ~Date();
   /***********************************
      MUTATORS
   // uses private utility methods
   void SetDate(unsigned short month,
          unsigned short day,
          unsigned short year);
   ACCESSORS
    void GetDate(unsigned short &month,
          unsigned short &day,
          unsigned short &year) const;
   unsigned short GetYear() const;
   unsigned short GetMonth() const;
   unsigned short GetDay()
                 const:
  // Displays in MM/DD/YYYY format
   string DisplayDate() const;
private:
```

```
UTILITIES METHODS
unsigned short GetDaysInMonth(unsigned short month,
                    unsigned short year) const;
bool IsLeapYear(unsigned short year) const;
VALIDATE METHODS
// Validates the month
bool ValidateMonth(unsigned short month) const;
// Checks if a day is valid takes leap year into consideration
bool ValidateDay(unsigned short month,
           unsigned short day,
           unsigned short year) const;
// Validates the year is between 1900 and the current year
bool ValidateYear(unsigned short year) const;
// Uses methods above to validate a given date - checks against current day
bool ValidateDate(unsigned short month,
            unsigned short day,
            unsigned short year) const;
ATTRIBUTES
unsigned short dateMonth;
unsigned short dateDay;
unsigned short dateYear;
```

Write a main to test your Date Class, invoking all public class methods.

Test your code thoroughly.

## Turn in (On-line)

- 1. Output → cut and pasted to a txt file within eclipse
- 2. **Header Files** (General header file then class header file)
- 3. Main
- 4. Implementation of any necessary functions
- 5. Implementation of all Class Methods

