

CSCI 208-Introduction to Programming II

Lab 2

Part 2-Classes

Important Notes

1. **Information on compiling and running your code is on the website. Remember that when creating classes, your specification file is a header file, which only tells you *WHAT* should be there (e.g. of type “.h”). This is because no code is being implemented there. Instead, it acts as the abstraction or logical view between the user (application level) and the programmer (implementation level). The implementation level is where you tell *HOW* everything that is in the specification should work. Therefore, this file should be of type “.cpp”, the same as your client code.**
 2. **Complete your lab in the csci208/labs/lab2 folder.**
 3. **Use your book, notes, and other supplementary material (web, prior notes, etc.)**
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1. For this lab, you will create a program that represents a small car dealership’s inventory. Cars are represented using a class, named Car, which contains the following information:
 - make (string)
 - model (string)
 - year (int)
 - price (int)
 2. The dealership currently contains 5 cars. You will need to first create the information for each car in a text file, named list. There should be at least 2 cars that have a price of \$40,000 or greater.
 3. The information for each car should then be read as input from the file to create each object.
 4. After all five objects are created, two output files (economy and luxury) should be created.
 5. For each car, if the price is above \$40,000, then the car’s information should be written into luxury file (in the order it appears above in #1). If the price is less than or equal to \$40,000, then the car’s information should be written into economy.

Your correct code, when executed, should create files that store the luxury cars in one file and the economy cars in a separate one. To ensure this works correctly, change the price of the cars to ensure the code remains accurate.