Classes – Team Activity

CS 165 – Object Oriented Software Development

Macbeth – Lesson 4.2

Agenda

- Opening Prayer
- Scriptural Thought
- Q&A
  - Review Checkpoint
- Looking Forward
- Team Activity

Spiritual Thought

<u>Bonnie Oscarson, General YW President</u>

"Ask your Heavenly Father to show you those around you who need your help and inspire you on how to best serve them. Remember that the Savior most often ministered to one person at a time."

Looking Forward

- Today
  - Complete Team Activity Quiz
  - Complete Checkpoint B

- Monday
  - Assignment 04 Due
  - Last chance to submit Checkpoint A and B

Team Activity

1. Run these Linux commands to setup your code (similar to the project 04):
   - mkdir ta04
   - cd ta04
   - cp /home/cs165new/ta04/* .   -- this means copy all files (*) from the ta04 class directory into your directory (.)
2. Edit the file rational.h first. Create your class definition with 2 private members data (top, bottom – both integers) and 3 public methods (prompt, display, and displayDecimal). The class will represent a rational number as a fraction $\frac{top}{bottom}$
3. Edit the rational.cpp second. Write out your functions declarations first and then fill in the code for each function. The two member data are available (in scope) for all member functions. For example, in the prompt function you have access to both top and bottom without having to pass them as parameters. For example:

   ```
   void Rational::prompt()
   {
   }
   ```
4. Edit the ta04.cpp last. Create a variable (aka object) of type Rational. Use the "dot notation" to call the functions prompt, display, and displayDecimal.
5. To compile, type "make". This will automatically run:

   ```
   g++ rational.cpp ta04.cpp
   ```