

Static & Dynamic - Introduction

CS 165 – Object Oriented Software Development

Macbeth – Lesson 7.1

Agenda

- Opening Prayer
- Scripture
- Q&A
 - MoonLander
- Static Member Data
- Dynamic Allocation
- Looking Forward

Scripture

Mosiah 2:41

"I would desire that ye should consider on the blessed and happy state of those that keep the commandments of God. For behold, they are blessed in all things, both temporal and spiritual; and if they hold out faithful to the end they are received into heaven, that thereby they may dwell with God in a state of never-ending happiness."

Question 1

If I have a class called Athlete that includes a data member for how fast they run a mile, how can you maintain the fastest mile for all objects of class Athlete?

In other words, how can you have a data member that is shared between all Athlete objects?

Static Member Data

Question 2

If you want to create an Athlete object for everyone in a running club, but you don't know how many athletes until you run the program, how do you do it?

Dynamic Memory Allocation

Looking Forward

- End of Today
 - Submit Moonlander Milestone
 - Last chance to submit Checkpoints A and B
 - Last chance to submit Team Activity Quiz
- Tuesday
 - 06 Reading – Look in I-Learn
 - Section 2.5 - Static
 - Section 0 - Pointers
 - Submit Checkpoint A
- Wednesday
 - Submit Checkpoint B