## Activities in Module 11

## Module 11: Classes and Objects

* ✓ Learn classes
* ✓ Declare class members
* ✓ Define member functions (private, inline, etc)
* ✓ Write constructors and destructors
* ✓ Learn encapsulation & data hiding
* ✓ Write accessors & mutators
* ✓ Create objects, including an array of Objects

### Reading Assignment Reading 11

| Module 11: Classes and Objects 11.5 Choosing classes to create 11.6 Constructor overloading 11.7 Constructor initializer lists 11.8 The 'this' implicit parameter 11.9 Static data members and functions 11.10 C++ example: Salary calculation with classes 11.11 C++ example: Domain name availability with classes |
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| **Activity Name** | **Points Possible** | **Meets Competency** |
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| **Reading 11** | 110 |  |
| **The Factory** | 100 | 5.1, 5.2, 5.5, 5.7 |
| **Student Enrollment Tracker** | 100 | 5.3, 5.4, 5.6 |

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