

## Answer Key

6. Suppose you wanted to write the addCookie function, from problem 5, outside of the class itself. Write the code to do this.

**Inside CookieJar class:**

```
void addCookie(double diameter);
```

**Outside CookieJar class:**

```
void CookieJar::addCookie(double diameter){  
    cookies.push_back(new Cookie(diameter));  
}
```

7. You are modeling a world of users and computers. Users can buy and own more than one computer, and computers can be Macs or PCs. Users have a work() method, which calls the work() method of all the user's computers. PCs work by printing "\*BLUE SCREEN OF DEATH\*" and Macs work by printing "\*WAITING FOR A YIELD\*".

**Specifications:**

- Write an abstract class Computer.
- Computer only has a work method.
- Write the classes PC and Mac which inherit from Computer.
- Write the User class.
- The User class should have a buy method and a work method.
- Additionally, the User class should have a name attribute and a vector of Computer pointers to all of its CPUs.

**Sample Main and Program Execution:**

```
int main(){  
    PC pc1;  
    PC pc2;  
    MAC mac1;  
  
    User tom("Tom");  
    User and("And");  
    User jerry("Jerry");  
  
    tom.buy(pc1);  
    jerry.buy(pc2);  
    jerry.buy(mac1);  
  
    tom.work();  
    and.work();  
    jerry.work();  
}
```

User: Tom

\*BLUE SCREEN OF DEATH\*

User: And

User: Jerry

\*BLUE SCREEN OF DEATH\*

\*WAITING FOR A YIELD\*

Press any key to continue . . .