

<u>Beginning C++ Programming - From Beginner to Beyond</u> (/course/beginning-c-plus-plus-programming/)





Quiz 13: Section 16 Quiz

Section 17: Smart ✓ **Pointers**

10 / 10 | 1hr 14min

Section 18: Exception Handling

11 / 11 | 1hr 11min

Section 19: I/O and Streams 24 / 24 | 3hr 2min

Section 20: The

Standard **Template** Library (\$TL)

Polymorphism

A Shapes example

class Circle : public Shape { public: virtual void draw() override { /* code */ }; virtual void rotate() override { /* code */ }; virtual ~Circle() {}; };

BEGINNING C++ PROGRAMMING Abstract Classes As Interfaces

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MK

const Specifier for the "print" method

Mohamad (/user/mohamad-kanj/) · Lecture 191 · 6 months ago

Hi Frank.

How does the print method qualify to have a const specifier? Aren't we changing the method argument os when we're adding something to the stream like os<<"Display Account"; in the body [i.e. changing the os]?

Many thanks in advance.

Section 21: Extra Information -Source code, and other stuff 2/2 | 5min

1 reply

Following replies



<u>Frank J. (/user/frank-j-mitropoulos/)</u> — Instructor \bigstar 6 months ago

Hi Mohamad.

The const qualifier in this case tells the compiler that *this object must not be modified, not the parameter.

So our code cannot modify the Printable object, but it can modify the ostream parameter.

Best regards, Frank

JW

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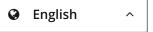
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Section 19: I/O and Streams 24 / 24 | 3hr 2min

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Section 21: Extra Information -Source code, and other stuff 2/2 | 5min