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CSE 335

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Homework 01

Constant member functions:

* Dog.h Lines 34-44
* Getter functions that are member functions of class Dog and only get protected attributes so should be const so that they cannot modify the object.

Passing by reference (defined as constant):

* Main.cpp line 36,37
* Someconstant is a constant unsigned int so trying to modify it within the function printSomeConstantPointer will fail because it is passed by reference. The function printSomeConstant is able to modify someconstant because it is passed by value and is a separate object entirely.

Constant Objects:

* Main.cpp lines 40,41
* Constant Dog objects that cannot be modified, cannot change name like in main.cpp line 47. Can however change Dog3 Name on line 42 because it is not const as seen in lines 50-52.

Invoking constant member functions on constant objects:

* Main.cpp line 43
* Use const member function get\_Name() on const Dog object to get protected Name attribute.