Video #12

Example#1 - Classes and Objects

#include <iostream>

using namespace std;

class BuckysClass

{

public:

void coolSaying()

{

cout << "preachin to the choir" << endl;

}

};

int main()

{

BuckysClass buckysObject;

buckysObject.coolSaying();

return 0;

}

#include <iostream>

using namespace std;

class BuckysClass

{

public:

void coolSaying()

{

cout << "preachin to the choir" << endl;

}

};

int main()

{

BuckysClass buckysObject;

buckysObject.coolSaying();

return 0;

}

Video #13

Example #1 - Variables in classes

#include <iostream>

#include <string>

using namespace std;

class BuckysClass

{

public:

void setName(string x)

{

name = x;

}

string getName()

{

return name;

}

private:

string name;

};

int main()

{

BuckysClass bo;

bo.setName("Sir Bucky Wallace");

cout << bo.getName();

return 0;

}

Video #14

Example #1 - Constructors

#include <iostream>

#include <string>

using namespace std;

class BuckysClass

{

public:

BuckysClass(){

cout << "this will get printed automagically";

}

void setName(string x)

{

name = x;

}

string getName()

{

return name;

}

private:

string name;

};

int main()

{

BuckysClass bo;

return 0;

}

Example #2 - Constructors with variables

#include <iostream>

#include <string>

using namespace std;

class BuckysClass

{

public:

BuckysClass(string z)

{

setName (z);

}

void setName(string x)

{

name = x;

}

string getName()

{

return name;

}

private:

string name;

};

int main()

{

BuckysClass bo("Lucky Bucky roberts");

cout << bo.getName();

return 0;

}

Example #3 - Constructors with two objects

#include <iostream>

#include <string>

using namespace std;

class BuckysClass

{

public:

BuckysClass(string z)

{

setName (z);

}

void setName(string x)

{

name = x;

}

string getName()

{

return name;

}

private:

string name;

};

int main()

{

BuckysClass bo("Lucky Bucky roberts");

cout << bo.getName();

BuckysClass bo2("Sally mcSalad");

cout << bo2.getName();

return 0;

}

Video #15

Example #1 classes, objects, and files

**main.ccp**

#include <iostream>

#include "Burrito.h"

using namespace std;

int main()

{

Burrito bo;

return 0;

}

**Burrito.h**

#ifndef BURRITO\_H

#define BURRITO\_H

class Burrito

{

public:

Burrito();

};

#endif //BURRITO\_H

**Burrito.ccp**

#include "Burrito.h"

#include <iostream>

using namespace std;

Burrito::Burrito()

{

cout << "i am a bannana" << endl;

}