*Summer 2009  
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Intro to classes and object-oriented programming

Review

struct

* A struct is a programmer defined data type
* Holds multiple variables (data)
* Can hold functions
* All members public by default
* Can have a constructor
* Can be passed by reference or by value

Example: movie struct (VS2005 sln: StructExamples)

Classes

Class basics

* Abstract Data Type:  
  Data storage implementation separate from logical properties for accessing it.
* Contains variables (data)
* Contains functions
* All members are private by default
* Must have a constructor

Example: movie class (VS2005 sln: ClassExamples)

Object-oriented programming

* Encapsulation of data and functions
* Procedural vs. OO  
  No implementation hiding