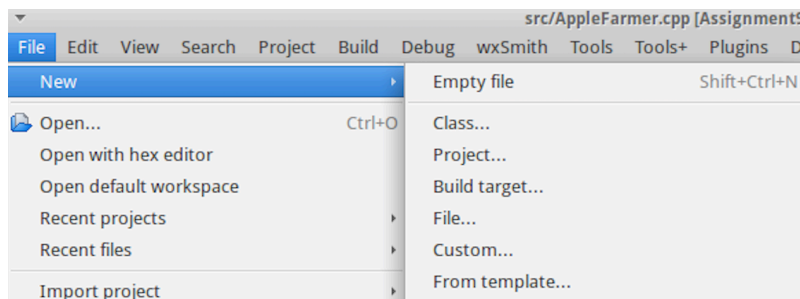


Creating a class in CodeBlocks

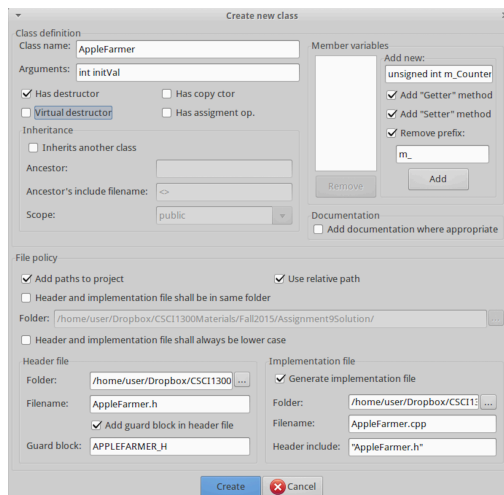
Using a project that has already been created:

Steps:

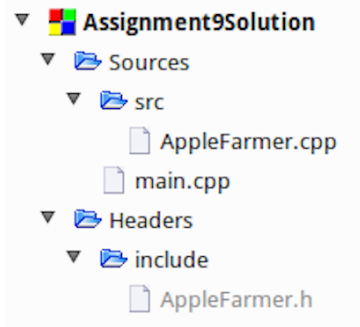
1. Select File->New->Class.



2. Enter the name of the class and the arguments for the constructor. In this example, the class name is *AppleFarmer* and there is one argument for the constructor, called *int initVal*. Unselect Virtual Destructor. For your assignment, the class should be called *CommunicationNetwork*.



3. Click Create. Your project should now have directories for Sources and Headers. The Sources directory contains the .cpp file for your class and the Headers directory contains the .h file for your class.



4. Save the project: File->Save project.
5. Copy and paste the code in the *CommunicationNetwork.h* file on Moodle to overwrite the *CommunicationNetwork.h* you just created. (Or, delete the *CommunicationNetwork.h* you just created and add the one on Moodle to the *include* directory in your project.
6. Implement the methods defined in *CommunicationNetwork.h* in the *CommunicationNetwork.cpp* file. The lecture notes on Moodle, lecture capture videos, and Chapter 5 in your textbook might be particularly helpful.