

# Object Oriented Programming

## Lab Session 3

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# **1 Limitations of Integer encoding**

# Integer Limits



Placeholder

# Integer types



Placeholder

## **2 Trip planning continued**

# Overloading

Placeholder



# Check implementations



Placeholder



# Independent functions

Placeholder



## **3 Generics**

# Skeleton

Placeholder



# Attributes/member variables



Placeholder

# Insert and get methods



Placeholder

# std::cout method



Placeholder

# Factorial program

Placeholder



# Higher precision runs

Placeholder





# Using `std::vector`

Placeholder

