Exercise 4b - Classes and objects and COnstructor

Beskrivning

When a class gets created it can do initialization code in the Constructor. A class can have more than one Constructor with different arguments.

Since the Constructor shall be called outside the class it needs to be under the Public: part in the Class.

```
class Phone
{
public:
    Phone();
    std::string name="";
    std::string color="";
};

Phone::Phone()
{
    color="black";
}
```

The above example now have a constructor “Phone()” under public. Since we do not declare it directly in the Class we need to have the constructor “Phone::Phone()” when we create that method outside the class.

An equivalent variant to above is to declare the constructor in the class directly.

```
class Phone
{
public:
    Phone() {color="black";};
    std::string name="";
    std::string color="";
};
```

Exercise 4b

- Rewrite exercise 4a to have a constructor outside the class
- The constructor shall set the phone name to “Samsung”

Information

Publicerades den den 13 januari 2022 av Psajd, alexander

Den här uppgiften är inte obligatorisk

- Create a class *my_phone*
- Do not set *Nokia* as default this time, let the default value be set
    - Finish the program by printing out the two variables of your Phone-object in the following format: “The X Phone is Y” where X is the name, Y is the color
    - The class should now set default values in both constructor and directly in the variable