

C++ Crash Course 3

Due May 24 by 11:59pm **Points** 0 **Submitting** a text entry box

The objective of this assignment is to increase your understanding of how to write C++ code to solve mechanical engineering problems using Visual Studio. You will learn the following principles of C++ programming:

1. How to use classes in C++ for object-oriented programming
2. How to overload operators in C++ classes
3. How to create and use class member functions

What to submit

Complete the chapter **C++ Crash Course 3** in the textbook *AutonomousFlight.pdf*. Demonstrate your working C++ program to the instructor to get credit for this assignment.

Copy and paste all your code from each file into the Text Entry box. The instructor should be able to copy and paste your code into Visual Studio and run it to check whether it works.

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