# Programming Exercises – Classes

Notes:

The example program should be very helpful this week, be sure to take a look at it **and run it** to see what functions are called when.

All your data in these classes should be <u>private</u>! Member functions should mostly be <u>public</u>.

1. This time, create a simple deck of cards using a dynamic array of "card" <u>classes.</u> Write member functions to output the card, getters and setters, and a method to input the card if you can figure it out.

2. If you still want to follow the basic text game path, try starting a new little game (maybe solve a simple puzzle), using objects to describe the main aspects of your game. For example, you'd have an object to describe your entire game, maybe an object to describe your playing field, maybe an object to describe your player, etc.

3. Continuing the bent of objectifying these exercises: create a simple cataloguing system for "student" <u>objects.</u> You should be able to add a student with their relevant data, print them, sort them, and remove them. You should include some dynamically allocated data members, implement member functions, a default constructor, parameterized constructor, and destructor.