

Day 1

```
#include <iostream>
using namespace std;
// Nothing new to import

// This is a class that contains the definitions to represent a person.
class MyFirstClass{
    public: // public means the data can be accessed from any file.
        string name; // Data field 1
        int num1; // Data field 2
        int num2 = 10;

        void greeting(){
            cout << "Hello, " << name << " how are you?" << endl;
        }

        int add(){
            return num1 + num2;
        }
};

int main() {
    // Here we will write the code to create and define an OBJECT.
    MyFirstClass c1;
    c1.name = "Spongebob";
    c1.num1 = 23;
    c1.greeting();

    //make another object
    MyFirstClass c2;
    c2.name = "Robert";
    c2.num1 = 17;
    c1.greeting();

    c1.num2 = 100;

    cout << c1.add() << endl;
    cout << c2.add() << endl;

}

/*
Why are classes and object important?
*/
```

Day 2

```
#include <iostream>
using namespace std;
// Nothing new to import

// This is a class that contains the definitions to represent a person.
class MyFirstClass{
    private: // private data fields always
        string name; // Data field 1
        int num1; // Data field 2
        int num2 = 10;

    public:
        //Constructor
        MyFirstClass( string className, int classNum1 ){
            name = className;
            num1 = classNum1;
        }
        //getters
        string getName(){
            return name;
        }
        int getNum(){
            return num1;
        }

        //setters
        void setNum( int newNum ){
            num1 = newNum;
        }
        void setName( string newName ){
            name = newName;
        }
}

// functions from day 1
void greeting(){
    cout << "Hello, " << name << " how are you?" << endl;
}

int add(){
    return num1 + num2;
}

};

int main() {
    // Here we will write the code to create and define an OBJECT.
    MyFirstClass c1("Spongebob",23);
    c1.greeting();
    c1.setName("Patrick");
    c1.greeting();
}
```

Notes for Days 1-2 of Classes and Objects

```
//make another object
MyFirstClass c2("Robert",17);
c2.setNum(45);
cout << c2.getNum();

// c1.num2 = 100;
// cout << c1.add() << endl;
// cout << c2.add() << endl;

}

/*
Why are classes and object important?
*/
```