//composition

main.cpp---------------------------------------------------------------------------------------------------

//composition

#include <iostream>

using namespace std;

#include "Birthday.h"

#include "people.h"

//a class can also have an object of another class

int main()

{

// Nocitce we did not use bo we used Birthday to

//create the birthObj class

Birthday birthObj(12,28,1986);

people Carlos("Carlos the King", birthObj);

Carlos.printInfo();

return 0;

}

Birthday.h---------------------------------------------------------------------------------------------------

//composition

#ifndef BIRTHDAY\_H

#define BIRTHDAY\_H

class Birthday

{

public:

Birthday(int m, int d, int y);

void printDate();

private:

int month;

int day;

int year;

};

#endif // BIRTHDAY\_H

Birthday.cpp---------------------------------------------------------------------------------------------------

//composition

#include "Birthday.h"

#include "people.h"

#include <iostream>

using namespace std;

Birthday::Birthday(int m, int d, int y)

{

month = m;

day = d;

year = y;

}

void Birthday::printDate(){

cout << month << "/" << day << "/" <<year<< endl;

}

People.h---------------------------------------------------------------------------------------------------

//composition

#ifndef PEOPLE\_H

#define PEOPLE\_H

//lets us deal with strings

#include <string>

/\*we need to include the birht day header file because

aside from just regular variable we will also be storing

a birthday object\*/

#include "Birthday.h"

//we add namespace aswell idexacly know why

using namespace std;

class people

{

public:

//notice we declared the object bo of the class Birthday

// what ever variable name of Birthday we used will get passsed in through bo

people(string x, Birthday bo);

//we need another function now

void printInfo();

private:

string name;

//now we want to use an object from another class in this class

//so we gave the class Birthdate a variable name of dateOfbirth

Birthday dateOfBrith;

};

#endif // PEOPLE\_H

People.cpp---------------------------------------------------------------------------------------------------

//composition

#include "people.h"

#include <iostream>

using namespace std;

#include "Birthday.h"

//we are going to take an object from the birthday class and

//store it in the people class and run the program from main

//we need a member initializer list wierd syntax stuff

//dont forget ot pass in the parameters

people::people(string x, Birthday bo)

: name(x), dateOfBrith(bo) // we need this because we have a class inside a class "date.."

//dateOfBirth is passed as bo and name is passed as x

//check people.h and see that name and dateOfBirth are private variables we want ot use in the pople funciton

//to do this we need the member initializer list

{

//everth person needs a name and a birhtday

}

void people::printInfo() {

cout<<name<<" was bizorn on ";

dateOfBrith.printDate();

}