//constants and functions

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

#include "class1.h"

#include <iostream>

using namespace std;

int main()

{

// anything const is unable to be modified

const int x = 3;

// x = 5; <-- if i use this i will get an error

cout << x << endl;

//regular function

class1 salObj;

salObj.printShiz();

//constant objects need constant functions

//constant object sytax

const class1 constObj;

//constObj.printShiz(); <-- this would give an error because the function is not constant

constObj.printShiz2();

return 0;

}

//class1.h------------------------------------------------------------------------------------------------

#ifndef CLASS1\_H

#define CLASS1\_H

class class1

{

public:

class1();

void printShiz();

//syntax for prototyping a constant function

void printShiz2() const;

protected:

private:

};

#endif // CLASS1\_H

//calss1.cpp -----------------------------------------------------------------------------------

#include "class1.h"

#include <iostream>

using namespace std;

class1::class1()

{

}

void class1::printShiz(){

cout << "i am a regular function" << endl;

}

//creating a constant function

void class1::printShiz2() const{

cout<< "i am a coOl moFoOiNG const funct" <<endl;

}