//Member\_Initialize passing const parameters

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

#include <iostream>

#include "class1.h"

using namespace std;

int main()

{

// 3 is our const variable 87 is our const var

class1 so(3, 87);

so.print();

return 0;

}

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

#ifndef CLASS1\_H

#define CLASS1\_H

class class1

{

public:

//we are passing two ints one to regVar and one to constVar

class1(int a, int b);

void print();

protected:

private:

int regVar;

const int constVar;

};

#endif // CLASS1\_H

//class1.cpp-----------------------------------------------------------------------------------------

#include <iostream>

#include "class1.h"

using namespace std;

// rember to put the syntax in this

//wierd spot for the const start with :

//creating a a constructor that takes two values

// setting them equal to a a const and a regular var

class1::class1(int a, int b)

: regVar(a),

constVar(b)

{

}

void class1::print(){

cout << "regualr var is: " <<regVar << " const variable is : " << constVar <<endl;

}