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

#include <iostream>

#include "Hannah.h"

using namespace std;

int main()

{

Hannah ho(23);

ho.printCrap();

return 0;

}

/\*we used the object ho... so whenever we use the object ho

the computer took that location and it stored it inside of

the pointer "this"\*/

/\*Whatever object uses the variable h will have its adress stored in this\*/

//Hannah.h-----------------------------------------------------------------------------------------------------

#ifndef HANNAH\_H

#define HANNAH\_H

class Hannah

{

public:

/\*whenever we create an object from Hannah we are

going to pass it in an integer value. if we pass in 20

its gonna set h = 20... were doing that with the constructor\*/

Hannah(int);

void printCrap();

private:

int h;

};

#endif // HANNAH\_H

Hannah.cpp-----------------------------------------------------------------------------------------------------

#include "Hannah.h"

#include <iostream>

using namespace std;

// we are passing h into the variable num

//like we mentioned before

Hannah::Hannah(int num)

: h(num)

{

}

void Hannah::printCrap() {

cout << "h=" << h << endl;

cout << "this ->h= " << this->h << endl;

cout << "(\*this).h=" << (\*this).h << endl;

}

/\*In C++ when ever you use the word this its actually a

key word that identifies a special type of pointer. "this"

stores the address of the current object that your working

with. \*/