//classes in the same folders

Main.cpp

#include <iostream>

using namespace std;

//include headers to use objects from class

#include "class1.h"

int main()

{

class1 blah;

/\*i think the function blah gets called

automatically because class1 is a constructor\*/

return 0;

}

class1.h

#ifndef CLASS1\_H

#define CLASS1\_H

/\*we put all of our class' function protypes

and variable declarations here \*/

class class1

{

public:

class1();

};

#endif // CLASS1\_H

class1.cpp

#include "class1.h"

#include <iostream>

using namespace std;

/\*this is where we actually build the function\*/

/\* :: binary scope resolution operator

this function class1 ("on the right") because its a constructor is a

member of the class class1 ("on the left")\*/

class1::class1()

{

cout<< "i am a bananna" << endl;

}