//constructors

#include <iostream>

#include <string>

using namespace std;

/\* A constructors is a function that is called

automatically when you make an object ...

you dont have to do object.function \*/

class BuckysClass{

public:

//constructor has no int or void "no return". it is alwasy the same name as the class

// the perameter is "string z"

//we are taking luckbucky roberts and putting it into z

BuckysClass(string z) {

//this is calling the function further down the code called SetName

//Calling this func is legal btw, think of how you would call a func in int main

/\* the string "my first constructor" got passed into z which got passed into x

which got passed into name \*/

setName (z);

}

void setName (string x) {

/\* setName passes z as parameter into x of this function \*/

name = x;

}

string getname () {

//i believe you have to declare a function string in order to return a string

return name;

}

private:

string name;

};

int main ()

{ // as soon as you create an object from your constructor things happen automatically

// created an object called bo

//BuckysClass bo;

//before we would have to do bo.(what ever function we want from BuckysClass")

BuckysClass bo("my firts constructor");

/\* now that we have aoutomaticaly set "lucky Bucky roberts = name"

we call the getname function that returns name, this is what we

print out \*/

cout << bo.getname();

return 0;

}