// point to an object

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

#include <iostream>

#include "class1.h"

using namespace std;

int main()

{

class1 carlosObject;

// this is one way to access the class1 class

carlosObject.printCrap();

//now we will use a pointer

//now we have created a pointer that points to an object

class1 \*classpointer = &carlosObject;

//classpointer.printCrap(); <-- this is wrong

classpointer->printCrap();

return 0;

}

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

#ifndef CLASS1\_H

#define CLASS1\_H

class class1

{

public:

class1();

//this is the prototype of the funct used in class1

// void carlos1::printCrap(); <-- you dont need the sally

void printCrap();

protected:

private:

};

#endif // CLASS1\_H

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

#include "class1.h"

#include <iostream>

using namespace std;

class1::class1()

{

}

//carlos:: <-- tells the comp printcrap is part

//of the carlos class

void class1::printCrap(){

cout<< "did someone say wha whaa" <<endl;

}