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CS 161

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Design for classes(assignment #6)

Classes and structs are a special type of declaration that can contain members as well as functions. These members and functions are known as objects because their type is user-defined.

Changing this code to use classes instead of structs would not be that difficult because they are very similar. Apart from a few differences the two are functionally equivalent. One of the things to look out for is that classes are set to private as a default. Therefore we would have to make it public. However, socially structs and classes are known to mean different things. A class is known to be more descriptive and exact while a class is more open to interpretation and usually encompasses a wider range of objects. The following is an example of a class car with many different objects defining its features.

```
Class car {

        Public;

  string wheels, doors, name;

  int power; //in horsepower

} bmw, volvo, mitsubishi;

int main() {

        volvo.wheels = "Roadrunners9000";

        volvo.doors = "volvs63";

        volvo.power = 240;

        volvo.name = "S60";

return 0;
```