

Guide Chapter 2

Objects: An Introduction

1. Introduction
2. Classes and Objects
3. Public and Private Data Members
4. Value-Returning Methods
5. Void Methods and Parameters
6. Creating Objects and Invoking Methods
7. Contour Diagrams
8. Constructors
9. Multiple Objects and Classes
10. Universal Modeling Language (UML) Class Diagrams
11. Complete Program: Implementing a Simple Class and Client Program

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- Discuss problem 4
- Discuss problem 6

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