代码一：

# include<iostream>

using namespace std;

class Tr {

public:

Tr(int n)

{

i = n;

}

void set\_i(int n)

{

i = n;

}

int get\_i()

{

return i;

}

private:

int i;

};

void sqr\_it(Tr ob)

{

ob.set\_i(ob.get\_i() \* ob.get\_i());

cout << "在函数sqr\_it内，形参对象ob的数据成员i的值为:" << ob.get\_i();

cout << endl;

}

int main()

{

Tr obj(10);

cout << "调用函数sqr\_it前, 实参对象obj的数据成员i的值为:";

cout << obj.get\_i() << endl;

sqr\_it(obj);

cout << "调用函数sqr\_it后, 实参对象obj的数据成员i的值为:";

cout << obj.get\_i() << endl;

return 0;

}

代码二：

#include<iostream>

#include<string>

using namespace std;

class TStudent {

private:

static float m\_ClassMoney;

string Name;

public:

void InitStudent(const char name[]) {

Name = name;

}

void ExpendMoney(float money) {

m\_ClassMoney = m\_ClassMoney - money;

}

void ShowMoney() {

cout<<Name<< "：班费还剩余" << m\_ClassMoney << endl;

}

};

float TStudent::m\_ClassMoney = 1000;

int main()

{

TStudent A, B, C;

A.InitStudent("A");

A.ExpendMoney(50);

A.ShowMoney();

B.InitStudent("B");

B.ExpendMoney(98.5);

B.ShowMoney();

C.InitStudent("C");

C.ExpendMoney(500.53);

C.ShowMoney();

return 0;

感想：定义变量时使用易识别的标识符，如：avg，sum等

