**感想：通过这次的上机实验我进一步加深了对类和对象的理解。加深了静态成员的概念和使用。**

**实验4：**

#include<iostream>

using namespace std;

#include <string>

class TStudent {

static float m\_ClassMoney;

string m\_name;

int i;

public:

void InitStudent(const char name[])

{

m\_name = name;

};

void ExpendMoney(float money)

{

m\_ClassMoney = m\_ClassMoney - money;

};

void ShowMoney()

{

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

};

};

float TStudent::m\_ClassMoney = 1000;

int main()

{

TStudent name[3];

name[1].InitStudent("a ");

name[1].ExpendMoney(50);

name[1].ShowMoney();

name[2].InitStudent(" b");

name[2].ExpendMoney(98.5);

name[2].ShowMoney();

}

