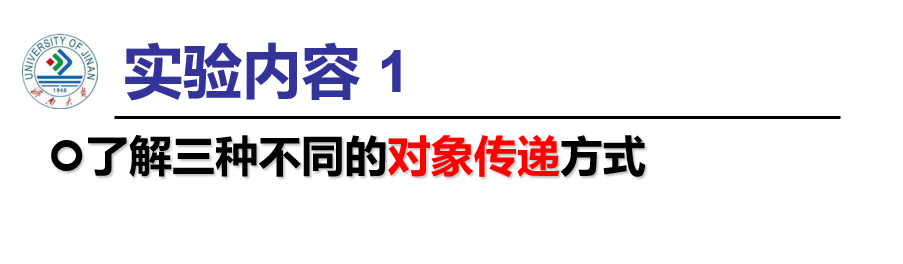
上机实验四



实验代码：

#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;

}

//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;

//}

//

//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:";

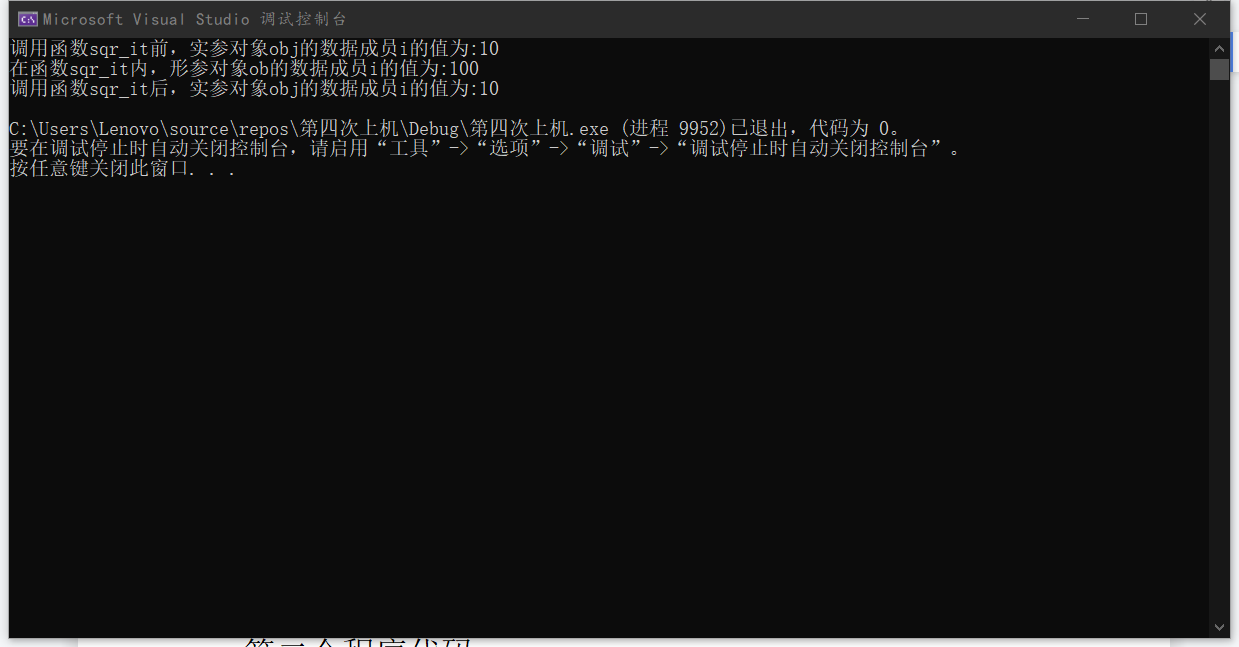
cout << obj.get\_i() << endl;

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;



实验代码：#include<iostream>

using namespace std;

class Tstudent {

public:

void InitStudent(char name[])

{

//strcpy(m\_name, name);

}

void ShowMoney()

{

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

}

void ExpendMoney(float money)

{

m\_ClassMoney = m\_ClassMoney - money;

}

private:

char m\_name[6];

static float m\_ClassMoney;

};

float Tstudent::m\_ClassMoney = 1000;

int main()

{

Tstudent A, B, C;

A.ExpendMoney(50);

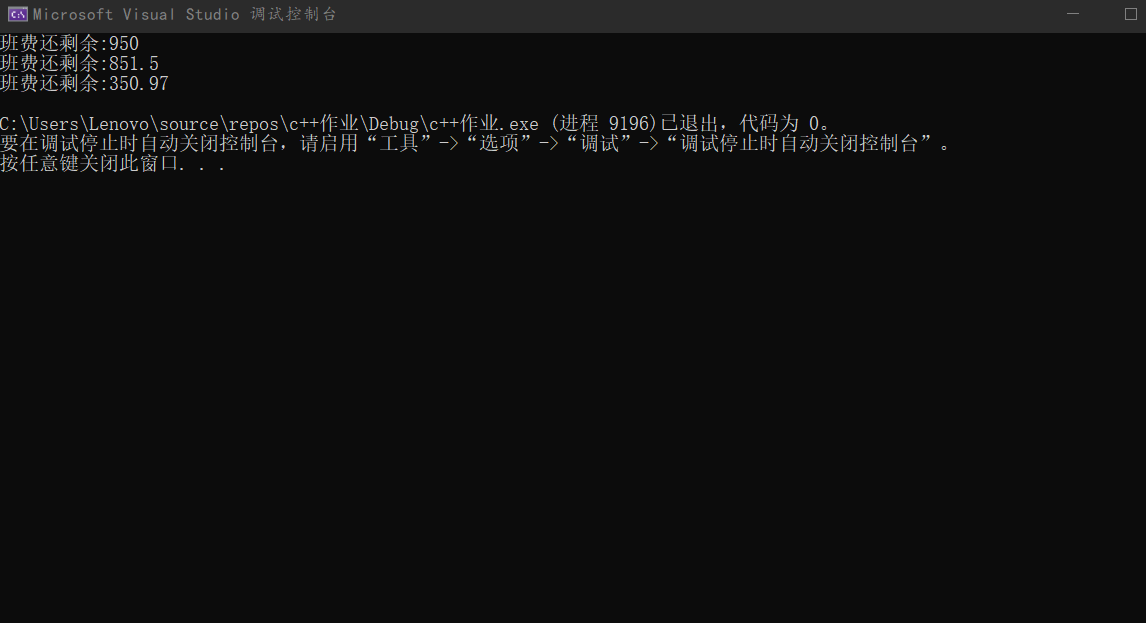
A.ShowMoney();

B.ExpendMoney(98.5);

B.ShowMoney();

C.ExpendMoney(500.53);

C.ShowMoney();



心得体会：

本节学会了使用静态变量，静态变量的特点是可以保持对其做出的操作，就是可以计算前n项和一类的数字。

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