## 实验报告四

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## 程序代码：

#include "iostream.h"

#include <string.h>

class TStudent

{

private:

char m\_Name[6];

static float m\_ClassMoney;

public:

void InitStudent(char \*);

void ExpendMoney(float);

static void ShowMoney();

};

float TStudent::m\_ClassMoney=1000;

void TStudent::InitStudent(char name[ ])

{

strcpy(m\_Name,name);

}

void TStudent::ExpendMoney(float money)

{

m\_ClassMoney-=money;

cout<<m\_Name<<"花费班费"<<m\_ClassMoney<<endl;

}

void TStudent::ShowMoney()

{

cout<<"班费还剩余"<< m\_ClassMoney<<endl;

}

void main()

{

TStudent stu[3];

stu[0].InitStudent("A");

stu[1].InitStudent("B");

stu[2].InitStudent("C");

stu[0].ExpendMoney(50);

TStudent::ShowMoney();

stu[1].ExpendMoney(98.5);

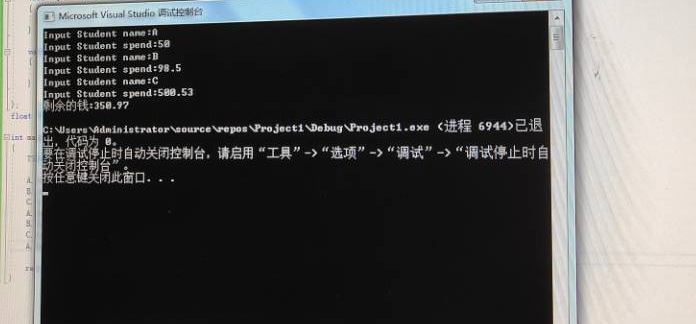
TStudent::ShowMoney();

stu[2].ExpendMoney(500.53);

TStudent::ShowMoney();

}

## 运行结果：



## 感想心得：

进一步加深了对类和对象的理解，学习了如何在程序中使用静态变量，对于第一次接受类的概念，我不能创建正确的代码。