Arrays: Arrays of Objects

In C++, it is possible to have arrays of objects. The syntax for declaring and using an object array is exactly the same as it is for any other type of array. For example, this program uses a three-element array of objects:

#include <iostream>

using namespace std;

class cl {

int i;

public:

void set\_i(int j) { i=j; }

int get\_i() { return i; }

};

int main()

{

cl ob[3];

int i;

for(i=0; i<3; i++) ob[i].set\_i(i+1);

for(i=0; i<3; i++)

cout << ob[i].get\_i() << "\n";

return 0;

}

#include <iostream>

using namespace std;

class cl {

int i;

public:

cl(int j) { i=j; } // constructor

int get\_i() { return i; }

};

int main()

{

cl ob[3] = {1, 2, 3}; // initializers

int i;

for(i=0; i<3; i++)

cout << ob[i].get\_i() << "\n";

return 0;

}

#include <iostream>

using namespace std;

class cl {

int h;

int i;

public:

cl(int j, int k) { h=j; i=k; } // constructor with 2 parameters

int get\_i() {return i;}

int get\_h() {return h;}

};

int main()

{

cl ob[3] = {

cl(1, 2), // initialize

cl(3, 4),

cl(5, 6)

};

int i;

for(i=0; i<3; i++) {

cout << ob[i].get\_h();

cout << ", ";

cout << ob[i].get\_i() << "\n";

}

return 0;

}