C++ Programming
Project: OOing AskMe

Mostafa S. Ibrahim
Teaching, Training and Coaching since more than a decade!

Artificial Intelligence & Computer Vision Researcher
PhD from Simon Fraser University - Canada
Bachelor / Msc from Cairo University - Egypt
Ex-(Software Engineer / ICPC World Finalist)

Refactoring & OOing AskMe

- Recall the AskMe project:
  - It was based on struct for encapsulation, but OOP concepts are not applied
- In this project you will rewrite the code to strictly follow OO
  - Private/Public sections
    - Think about setters and getters
    - Don't force outsiders for a lot of setters/getters to do some task
  - Use const as possible in functions and parameters
  - Minimize dependency (coupling) as possible
  - You don't need to use friend
  - Separate View from the model as possible
  - Optionally: Split in files
- Recode it. Compare against my OOP code (old vs new). Draw **UML**.

"Acquire knowledge and impart it to the people."

"Seek knowledge from the Cradle to the Grave."