CS 150 Lecture 27 Exercises

Complete each of the exercises below and upload to Canvas before the deadline.

A. Defining the Programmer Class

Create the definition for a new class, **Programmer**, derived from **Employee**. Place your class definition inside **programmer.h**. Add a constructor that takes name and salary. Add the definition for the **getName()** function which will return the programmer’s name in the form **“Hacker, Harry (Programmer)”**. You won’t implement the class yet; just write the class definition. Shoot a picture of your header file (at this point) and paste it into the text area below.

| *Copy and paste a screenshot of programmer.h (version 1) here.* |
| --- |

B. Implementing Programmer

## 

In the file **programmer.cpp** add the implementation for the **Programmer** constructor. Add a "stub" that returns just the **"(Programmer)"** part of the name. Open **main.cpp** and complete it. Build and run. Paste the output and the contents of **programmer.cpp** below.

| *Copy and paste a screenshot of programmer.cpp here.* |
| --- |

| *Copy and paste a screenshot of the main running here.* |
| --- |

C. Overriding Methods

## 

Complete **getName()** in **programmer.cpp** by **calling** the **getName()** function in **Employee**. Build and run. Paste the output and the contents of **programmer.cpp** below.

| *Copy and paste a screenshot of programmer.cpp here.* |
| --- |

| *Copy and paste a screenshot of the main running here.* |
| --- |

# D. All Together Now

Follow along with your instructor to create an **Instructor** class. Then, follow the same pattern to complete the lab by defining and implementing the **Student** class. Uncomment Section 3 in **main.cpp**, build and run. Show me the output along with the contents of **student.h** and **student.cpp** below.

| Copy and paste a screenshot of your completed student.h source code here. |
| --- |

| Copy and paste a screenshot of your completed student.cpp source code here. |
| --- |

| Copy and paste a screenshot of the program running here. |
| --- |

# 