

## THE USE OF CLASSES (FROM C++) TO IMPLEMENT CODE THAT REFLECTS THE THEORY AND METHODS OF THE A.I PSYCHOTHERAPY

Let's suppose that the representation of visual data and the visual information defined by an integer named `int visualdata`, and the representation of the auditory data, with a variable of a similar type named `int auditdata`.

The values are assigned according to the representation arisen by the measurement of a sample of information by the visual and auditory stimuli. Additionally, let's define the variable `compoutput` that its role is to return the perceptual information from the senses in a united manner, following the data processing and the computation that takes place in the mind. Thus, we can define the class as follows:

### Class Expansion

```

{
    int visualdata;

    int auditdata;

    double compoutput;

} ; // Expansion

```

According to the above example, it is possible to create classes that cover the functions of the A.I model, approaching what we want to transfer in code. Moreover defining objects in the class (such as Expansion mind) we can use the objects (mind) creating different routines building the program that we want to design, or everything given in natural language, or executable code.