

a. Destructor takes no inputs and returns nothing. No "void" needed, no "int" needed.

```
~Cat();
```

b. The data members should not be assigned to be a particular value in the header file. Separate member functions can be used as "getters" and "setters".

```
class Dog {  
public:  
    Dog();  
private:  
    int iAge;  
    int iHeight;  
    int iWeight;  
};
```

c. Const must be declared/assigned at creation

```
class Parrot {  
private:  
    const int iEyes;  
    int iWings;  
  
public:  
    Parrot(int 2) : iEyes(2) {}  
};
```

d. * needed for pointer to Monkey object.

```
Monkey* ptrMonkey = new Monkey(7);
```

e. Setting requires non-const setter function.

```
class Frog {  
public:  
    Frog();  
    double getTemperature() const;  
    void setTemperature(double t);  
private:  
    double dTemperature;  
};
```

f. References to other classes must be included at the top of the header

```
#include "Saddle.h"

class Horse {
public:
    Horse();
    float getWeight() const;
    void setWeight(float t);

private:
    Saddle* ptrSaddle;
    float fWeight;
};
```