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;

};