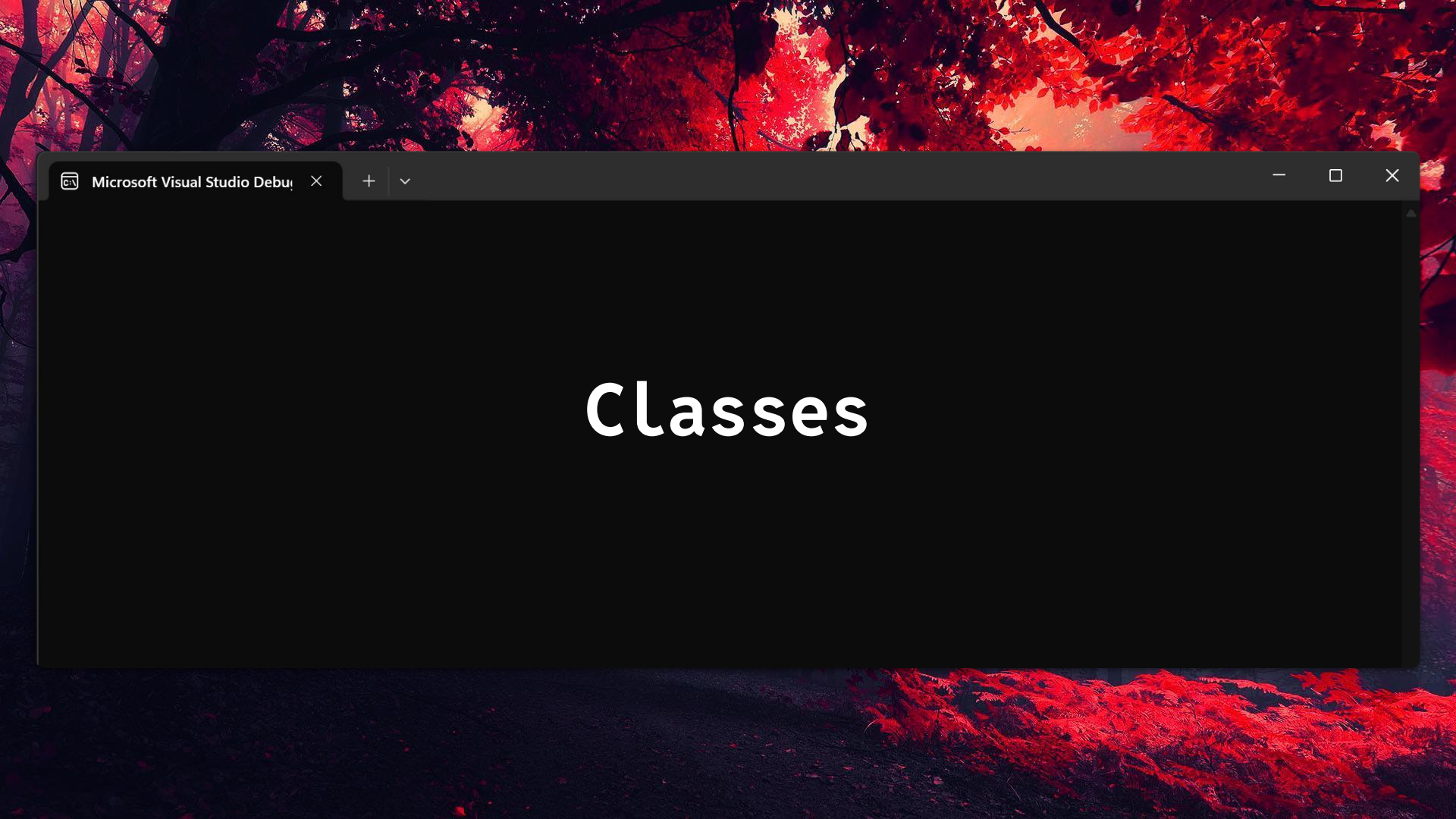
Rendering Graphics in the Terminal and the Dark Arts of C++ Forum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Classes

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Object Oriented Programming

A CLASS is a schema for data and list of associated methods

An OBJECT is an instance of a class, with specific data

An INTERFACE is a set of specifications a class must contain

The goal of classes is ABSTRACTION

- Minimize code reuse and increase readability

```
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Press any key to close this window . . .
```

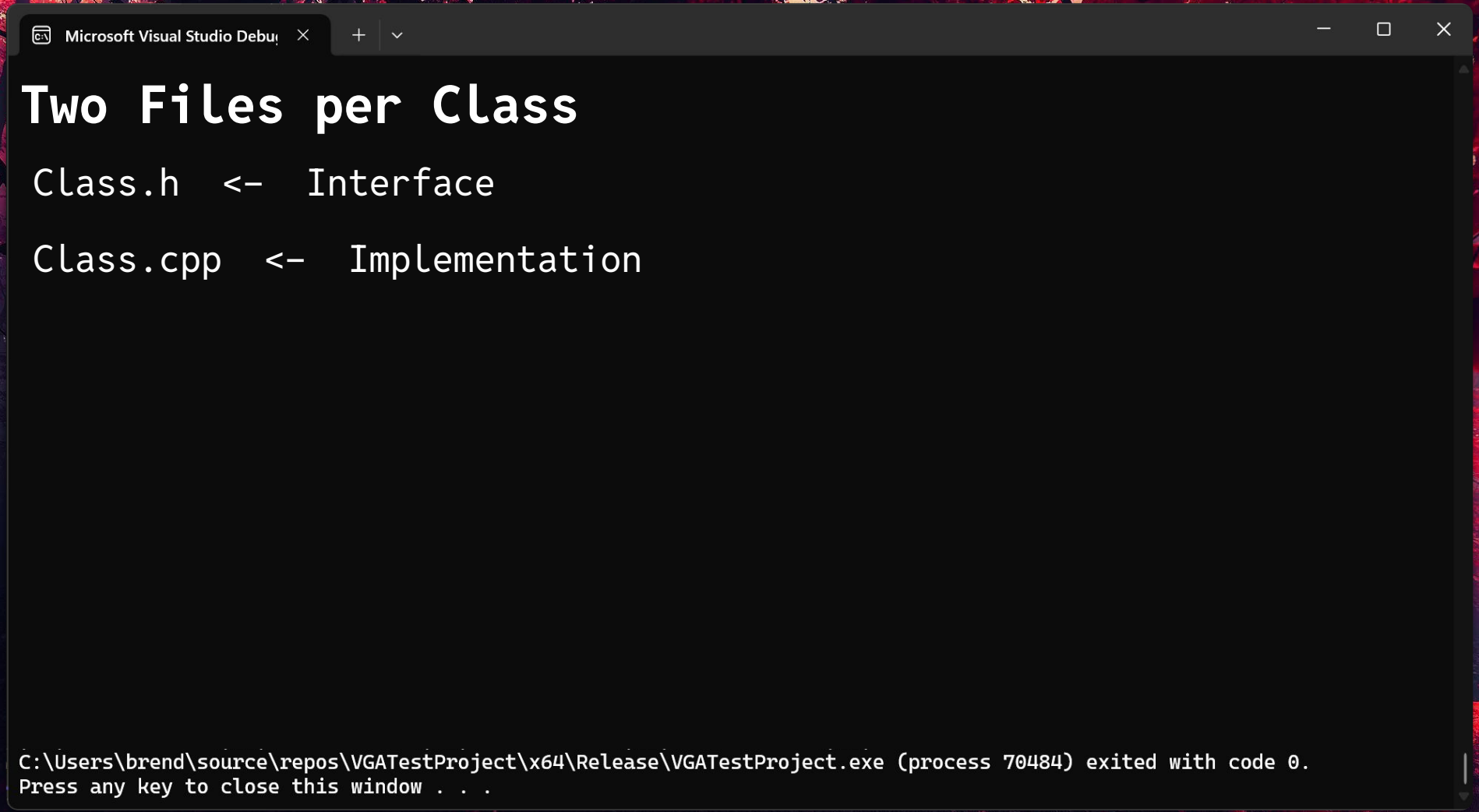
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Two Files per Class
Class.h <- Interface
Class.cpp <- Implementation
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Header File “MyClass.h”

```
#pragma once

// Defines the Interface for your Class

class MyClass {

private:

     int number;

public:

     MyClass(int num);

     ~MyClass();

     int multiplyBy(int a);

}
```

```
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```

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C++ File “MyClass.cpp”

```
#include “MyClass.h”

// The actual code for your Class

MyClass(int num) {

     number = num;

}

~MyClass() {}

int multiplyBy(int a) {

     number *= a;

     return number;

}
```

```
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```

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Using A Class

```
#include “MyClass.h”


MyClass object(5);

std::cout << object.multiplyBy(10); // Prints 50

std::cout << object.multiplyBy(10); // Prints 500
```

```
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```

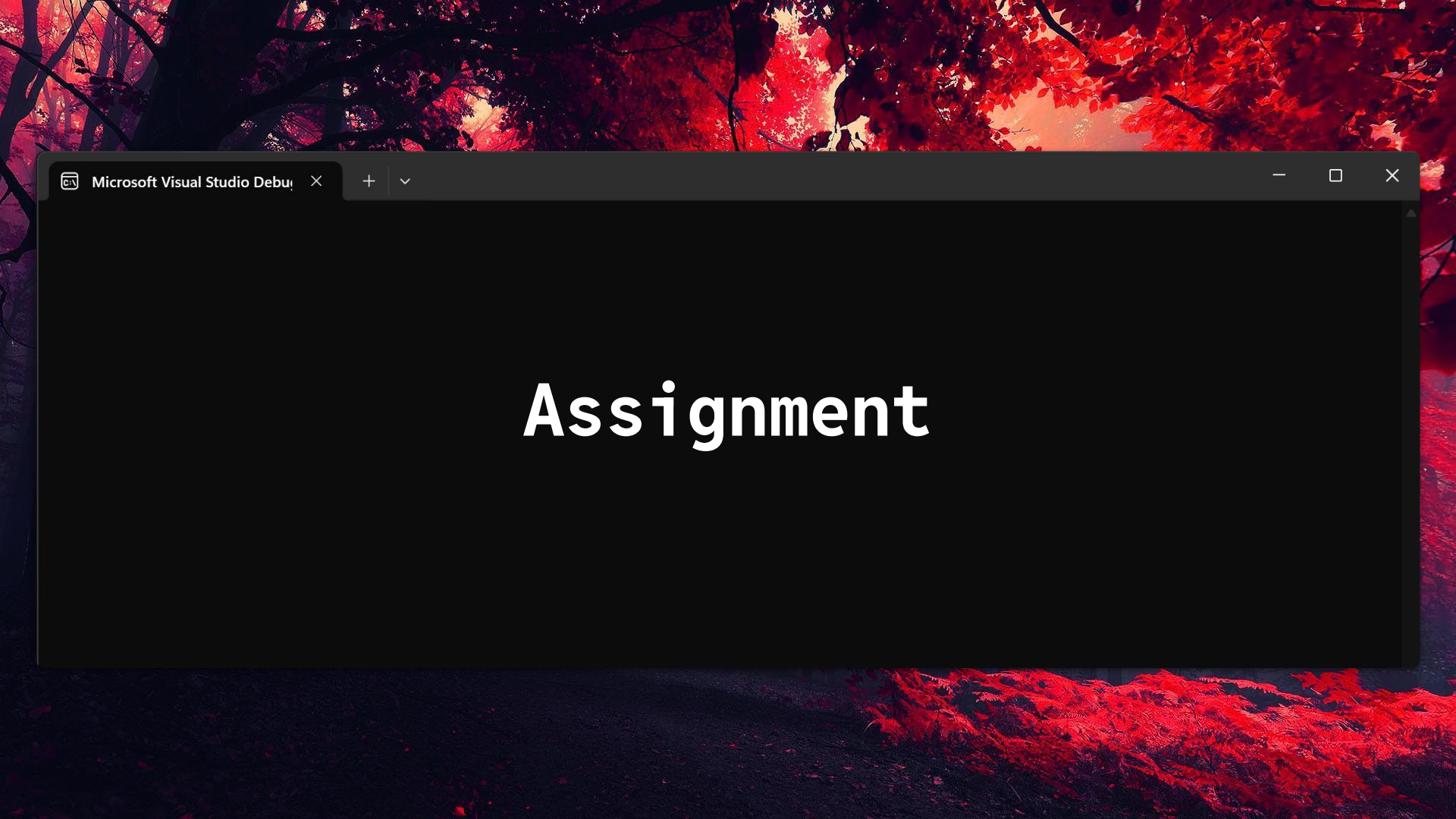
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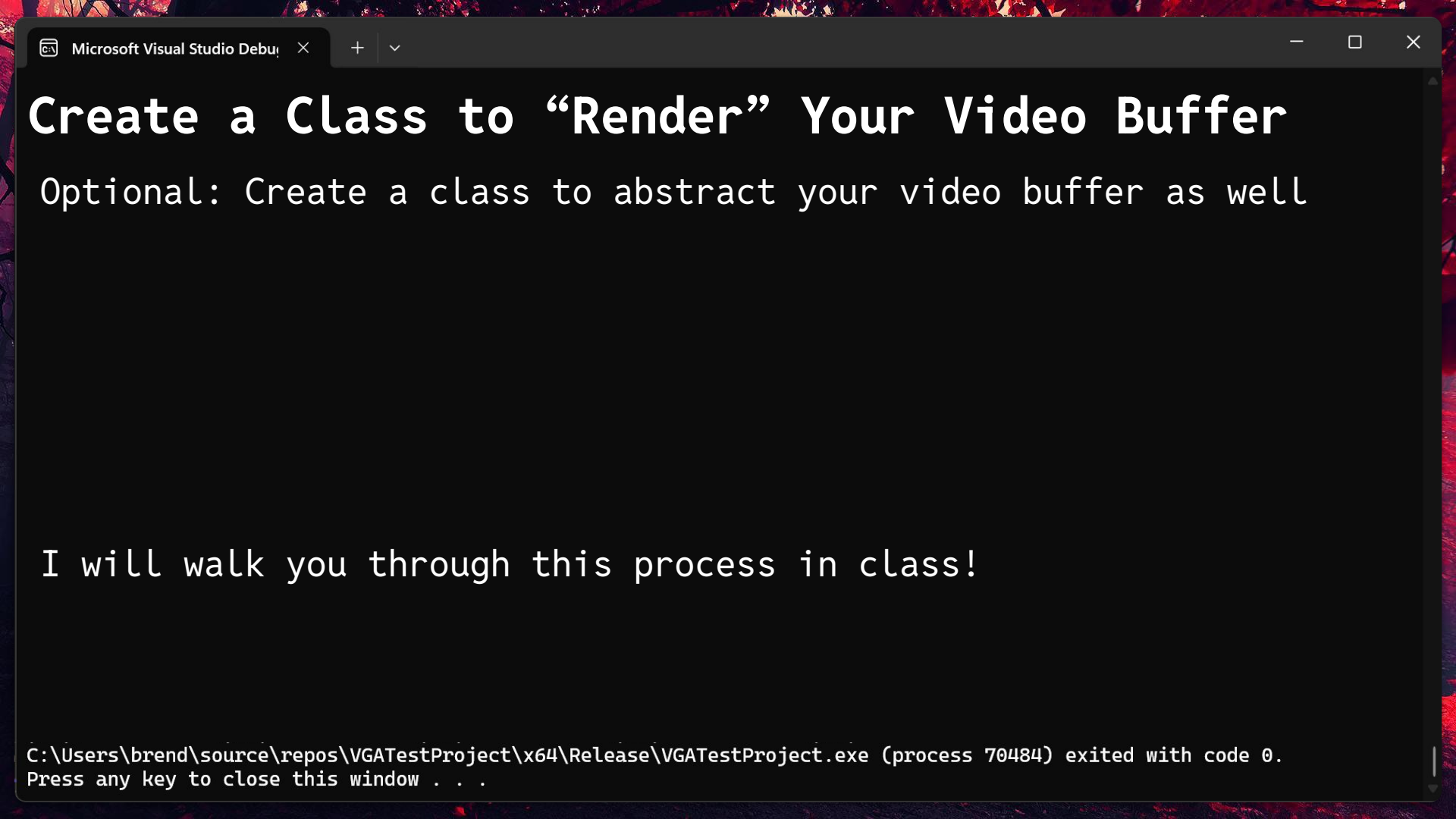
Assignment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Create a Class to “Render” Your Video Buffer
Optional: Create a class to abstract your video buffer as well
I will walk you through this process in class!
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Press any key to close this window . . .