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| **2019년 10월 8일 실습보고서** |
| **학번 : 201810754, 이름 : 조윤직** |
| **실습자료1 : [Lamp클래스]-** |
| **소스코드** |
| //Lamp.h  #pragma once  class Lamp  {  private:  bool isOn;  int illuminate;  public:  Lamp();  void powerOnOff();  void changeLight();  void show();  ~Lamp();  };  //Lamp.cpp  #include "Lamp.h"  #include <iostream>  using namespace std;  Lamp::Lamp()  {  isOn = false;  illuminate = 1;  }  void Lamp::powerOnOff()  {  isOn = !isOn;  show();  }  void Lamp::changeLight()  {  if (isOn) {  illuminate = illuminate % 3 + 1;  }  show();  }  void Lamp::show()  {  if (isOn) {  cout << "밝기 : " << illuminate << endl;  }  else {  cout << "전원이 꺼져 있음" << endl;  }  }  Lamp::~Lamp()  {  }  //main.cpp  #include <iostream>  #include <string>  #include "Lamp.h"  using namespace std;  void lab01() {  Lamp lamp; //일반 객체  lamp.powerOnOff();  lamp.changeLight();  lamp.changeLight();  lamp.changeLight();  lamp.powerOnOff();  Lamp\* plamp = &lamp;//포인터 변수  plamp->powerOnOff();  plamp->changeLight();  plamp->powerOnOff();  plamp->changeLight();  Lamp & rlamp = lamp;//참조 변수  rlamp.powerOnOff();  rlamp.powerOnOff();  Lamp\* pplamp = new Lamp;// 포인터 변수 ,동적 할당  pplamp->changeLight();  //동적할당을 했으면 꼭 할당 해제  delete pplamp;  }  void lab02() {  //자바와달리 클래스 객체 배열 선언했을 때 빈방이 아닌 객체가 하나씩 다 생성됨 +기본 생성자로 ..  Lamp lampArr[3];  lampArr[0].powerOnOff();  lampArr[2].powerOnOff();  Lamp\* lampArr2 = new Lamp[3];  lampArr2[0].powerOnOff();  lampArr2[1].powerOnOff();  //동적할당을 했으면 꼭 할당 해제  delete[] lampArr2;  }  int main() {  cout << "201810754 조윤직\n";  lab02();  system("pause");  return 0;  } |
| **실행결과** |
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| **실습자료2 : [user클래스, 객체]** |
| **소스코드** |
| //User.h  #pragma once  using namespace std;  class lamp;  class User  {  private:  string name;  int want\_illum;  public:  User();  void turnOnOff(Lamp& lamp);  void init(const string& name, const int);  void changeLight(Lamp& lamp);  int iwantill() const;  ~User();  };  //User.cpp  #include "pch.h"  User::User()  {  }  void User::turnOnOff(Lamp& lamp)  {  lamp.powerOnOff();  }  void User::init(const string& name, const int illu)  {  this->name = name;  this->want\_illum= illu;  }  void User::changeLight(Lamp & lamp)  {  lamp.changeLight();  }  int User::iwantill() const  {  return want\_illum;  }  User::~User()  {  }  //Lamp.h  #pragma once  #include "pch.h"  class User; //Lamph를 읽을 때 아직 포함되지 않은 user를 알려줌  class Lamp  {  private:  bool isOn;  int illuminate;  public:  Lamp();  void powerOnOff();  void changeLight();  void show();  void setlamp(const User& use);  ~Lamp();  };  //Lamp.cpp  #include "pch.h"  Lamp::Lamp()  {  isOn = false;  illuminate = 1;  }  void Lamp::powerOnOff()  {  isOn = !isOn;  show();  }  void Lamp::changeLight()  {  if (isOn) {  illuminate = illuminate % 3 + 1;  }  show();  }  void Lamp::show()  {  if (isOn) {  cout << "밝기 : " << illuminate << endl;  }  else {  cout << "전원이 꺼져 있음" << endl;  }  }  void Lamp::setlamp(const User& use)  {  if (isOn) {  while (illuminate != use.iwantill()) {  changeLight();  }  }  }  Lamp::~Lamp()  {  }  //main.cpp  #include "pch.h"//필요한 부분만 쓰기…  void lab03() {  Lamp lamp1, lamp2;  User user;  user.init("greenjoa", 0);  user.turnOnOff(lamp1);  user.turnOnOff(lamp2);  user.changeLight(lamp1);  }  void lab04() {  User us1, us2;  us1.init("홍길동", 2);  us2.init("김길동", 3);  Lamp lamp;  us1.turnOnOff(lamp);  lamp.setlamp(us2);  lamp.setlamp(us1);  }  int main() {  cout << "201810754 조윤직\n";  lab04();  system("pause");  return 0;  } |
| **실행결과** |
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| **실습자료3 : []-** |
| **소스코드** |
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| **실행결과** |
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