

```

1  #include "stdafx.h"
2  #include <iostream>
3  using namespace std;
4
5  class Puzzle
6  {
7  public:
8      Puzzle();
9      Puzzle(double d, int i);
10     bool get1();
11     int get3();
12     void put3(int);
13     double get2();
14     void put2(double);
15 private:
16     bool b = false;
17     int i;
18     double d = 5.0;
19 };
20
21 Puzzle::Puzzle() : i(2) {
22 }
23
24 Puzzle::Puzzle(double dArg, int iArg) {
25     d = dArg;
26     i = iArg;
27 }
28 bool Puzzle::get1() {
29     return(d > i);
30 }
31 int Puzzle::get3() {
32     return(i);
33 }
34 void Puzzle::put3(int iArg) {
35     i = iArg;
36 }
37 double Puzzle::get2() {
38     return(d);
39 }
40 void Puzzle::put2(double dArg) {
41     d = dArg;
42 }

```