Address Pseudocode

1. Create Address.h
2. Create Address Class
3. Declare private data member­­

string streetAddress

string city

string state

string zipCode

1. Create Public

Create Address Constructor which initializes parameters

Create Default Constructor

Create void setstreetAddress function which takes in a string

Create string getstreetAddress function which returns the street name

Create void setcity function which takes in a string

Create string getcity function that returns city name

Create void setstate function which takes in a string

Create string getstate function that returns state name

Create void setzipcode function that sets zipcode as a string

Create string getzipcode function that returns zipcode as a string

1. Create Address.cpp

Include Address.h file

Create Address Class Implementation

Apply Constructor to access to the private data members of Address.h file

Include default constructor

Apply setstreetAddress which takes in a string and gets access to streetAddress

Apply getstreetAddress that returns streetAddress

Apply setcity that takes in a string and gets access to city

Apply getcity that returns city

Apply setstate that takes in a string and gets access to State

Apply getstate that returns state

Apply setzipcode that sets zipcode as a string and gets access to zipcode

Apply getzipcode to returns zipcode