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 (return street name)

Create (void)setcity function which takes in a string

Create (string) getcity function ( return city name)

Create (void) setstate function which takes in a string

Create (string) getstate function (return state name)

Create (void) setzipcode function that sets zipcode as a string

Create string getzipcode function that (return 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

Implement setstreetAddress which takes in a string and get access to streetAddress

Implement getstreetAddress (returns streetAddress)

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

Implement getcity (return city)

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

Implement getstate (returns state)

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

Implement getzipcode to (return zipcode)