Chapter 13 video two is the continuation of writing a class video. In this video, the speaker explains very well how to create an instance (an object) of a class. He uses the same class BankAccount, and the constructor has a parameter type double which will initialize the value of the private variable AccountBalance with the value it receives when the object is created. An instance of a class can be created by writing the name of the class followed by a blank and the name the variable to create with the arguments if the constructor has any plus a semicolon. The class instantiates an object that will have the name of the variable. An example of creating an instance of a class would be:

class Product

{

private:

int productNumber;

string productName;

string productDescription;

string productLocation;

public:

Product::Product(int prodNum);

void setProductName(string name);

void setProductDescription(string desc);

void setProductLocation(string location);

};

In the main()

Product alternator(1000);

Product starter(2000);

Product compressor(3000);

Product battery(4000);