Implicit vs. Explicit

Conversion constructors can be implicit (which is the default), or explicit. The implicit conversion constructor is called any time the compiler needs a `Time` object, but finds a `double` that it can convert. Consider this fragment of code:

```
1  Time bed_time(23, 30);       // 11:30
2  bed_time = 5.2;              // WHAAAAT?
```

You would **expect** that line 2 would be a syntax error, but, surprisingly, it is not. Instead, **the conversion constructor is silently (implicitly) called**, and `bed_time` is changed to **5:12 am**. Probably not what you expected.

You can add `explicit` as a modifier to the prototype to prevent this:

```
explicit Time(double hours);  // 7.51 -> 7:35
```

The keyword `explicit` **only** goes in the class definition. It **is not repeated** in the `.cpp` file. Sometimes, as you'll see when you cover symmetric overloaded operators in CS 250, you'll **want** to allow implicit conversion. For instance the `string(const char*)` constructor is **not explicit**. Most of the time, however, `explicit` is preferred.