

# Use/Make Methods

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C++

# Make Some Boxes!

- We are close to starting our slot machine. The app is loaded with boxes.
- You have three choices on how to make your boxes:
  - 1) use your own code from earlier labs
  - 2) use methods provided to you that make boxes (new this lab)
  - 3) learn how to make your own methods to make boxes (another set of labs - lab15a)

# Make Some Boxes!

- This slide explains how you can use existing methods (make by a student) to make boxes.
- In order to do this, you need a new base code (included in this folder)
- note the base code folder contains an additional file
- this file is called a .h (dot h) file
- it contains a library of methods that you can use

# Make Some Boxes!

- the name of the dot h file is Gaby (named after the kid who made it)
- it has the following methods:
  - `framedbox(int xcoord, int ycoord, int width, int height, char symbol)`
  - `drawbox(int x, int y, int width, int height, char sym)`
  - `drawline(int length, int xcoord, int ycoord, char sym);`

# Learn to make Methods!

- If you want to learn how to make your own dot h file, after you complete this lab, go to lab15a.
- Otherwise go to lab16 (slot machine) and use the new base code if you want to use Gaby.h