Cow.hpp and Barn.hpp

Last time, we had a (relatively) simple `Barn` class:

```
class Barn {

public:
    Barn();
    Barn(const Barn& otherBarn);
    ~Barn();

    void visit();
    void addCow(const string& cowName);
    bool hasCow(const string& cowName);
private:
    Cow* cows_;
}
```

along with the definition of a `Cow` class:

```
class Cow {
public:

    Cow() = default;
    ~Cow() = default;
    Cow(const std::string& cowName);

private:
    std::string name_;
};
```

Looping Through a Barn

How can we print all of the `Cow`s in the `Barn`?

```
int main()
{
    Barn b;
    b.addCow("bessie");
    b.addCow("mabel");

    for (                                    ) {
    cout <<          << endl;
    }

  return 0;
  }
```

Interface, Encoding, and Implementation

Interface should not "leak" encoding information!

Iterators

- An Iterator is….
- We need to change the Barn class by…

We also need to be sure to…

Class Exercise: Implementation