实验一：

#include <iostream>

**using** **namespace** std;

**enum** CPU\_Rank{P1=1,P2,P3,P4,P5,P6,P7};

**class** CPU

{

**private**:

    CPU\_Rank rank;

**int** frequency;

**float** voltage;

**public**:

    CPU(CPU\_Rank r, **int** f, **float** v)

    {

        rank=r;

        frequency=f;

        voltage=v;

        cout<<"A CPU has been formed!"<<endl;

    }

    ~CPU(){cout<<"A CPU has been destructed!"<<endl;}

    CPU\_Rank GetRank() **const** {**return** rank;}

**int** GetFrequency() **const** {**return** frequency;}

**float** GetVoltage() **const** {**return** voltage;}

**void** SetRank(CPU\_Rank r) {rank=r;}

**void** SetFrequency(**int** f) {frequency=f;}

**void** SetVoltage(**float** v) {voltage=v;}

**void** Run() {cout<<"CPU starts to run!"<<endl;}

**void** Stop() {cout<<"CPU has stopped!"<<endl;}

};

**int** main()

{

    CPU a(P6,300,2.8);

    a.Run();

    a.Stop();

}

**A CPU has been formed!**

**CPU starts to run!**

**CPU has stopped!**

**A CPU has been destructed!**

**Program ended with exit code: 0**

实验二：

#include <iostream>

**using** **namespace** std;

**class** CPU

{

**public**:

    CPU(){};

    ~CPU(){};

};

**class** RAM

{

**public**:

    RAM(){};

    ~RAM(){};

};

**class** CDROM

{

**public**:

    CDROM(){};

    ~CDROM(){};

};

**class** Computer

{

**private**:

**int** cpu;

**int** ram;

**int** cdrom;

**public**:

**void** run(){cout<<"电脑开始运行！"<<endl;}

**void** stop(){cout<<"电脑停止运行！"<<endl;}

};

**int** main()

{

    CPU cpu;

    RAM ram;

    CDROM cdrom;

    Computer MyComputer;

    MyComputer.run();

    MyComputer.stop();

}

**电脑开始运行！**

**电脑停止运行！**

**Program ended with exit code: 0**

实验三：

#ifndef CLIENT\_H

#define CLIENT\_H

**class** CLIENT {

**public**:

    CLIENT();

    ~CLIENT();

**static** **void** ChangeServerName(**char** sn);

**static** **void** ShowServerName();

**static** **void** ShowClientNum();

**private**:

**static** **char** ServerName;

**static** **int** ClientNum;

};

#endif

#include <iostream>

#include "client.h"

**using** **namespace** std;

CLIENT::CLIENT(){ClientNum++;}

CLIENT::~CLIENT(){ClientNum--;}

**void** CLIENT::ChangeServerName(**char** sn){ServerName=sn;}

**void** CLIENT::ShowServerName(){cout<<"服务器名："<<ServerName<<endl;}

**void** CLIENT::ShowClientNum(){cout<<"客户总数："<<ClientNum<<endl;}

**char** CLIENT::ServerName='A';

**int** CLIENT::ClientNum=0;

#include <iostream>

#include "client.h"

**using** **namespace** std;

**int** main(){

    CLIENT::ShowServerName();

    CLIENT::ShowClientNum();

    CLIENT::ChangeServerName('B');

    CLIENT a;

    a.ShowServerName();

    a.ShowClientNum();

    CLIENT b;

    b.ShowServerName();

    b.ShowClientNum();

    b.~CLIENT();

    CLIENT::ShowServerName();

    CLIENT::ShowClientNum();

**return** 0;

}

**服务器名：A**

**客户总数：0**

**服务器名：B**

**客户总数：1**

**服务器名：B**

**客户总数：2**

**服务器名：B**

**客户总数：1**

**Program ended with exit code: 0**