CSE 232 SS13 Lab 8 Agenda

Classes:

1. Declaration vs definition → .h and .cpp (just like functions)
2. Interface file
   1. #include guards
   2. semicolon
   3. parameter names optional
3. Member variables
   1. public/private
   2. naming schemes
   3. “this”
   4. dot operator ( . )
4. Constructors
   1. default constructor (no parameters)
   2. value constructor (parameters determine initial state)
      1. Parameter naming: parameter names need to be different from member variables
   3. copy constructor
5. Destructor
   1. delete any dynamically allocated memory
   2. For bugtesting: reset variables to a 0 value or NULL
6. Source file:
   1. Scope operator: CLASS::FUNCTION( )
7. Functions
   1. member functions
      1. accessor and mutator functions (getters/setters)
      2. copy assignment
   2. associates
   3. friends
      1. syntax
      2. use: when you need the class to be a RHS operand only
8. Compiler supplied:
   1. default constructor,
   2. default destructor
   3. copy constructor
   4. operator=
9. const
   1. variables
   2. reference parameters: const TYPE & NAME
   3. member functions
10. Inline functions
11. Runtime calculations vs stored values