Classes, Inheritance, and Objects

Object

* User defined variable type
* Are instantiations of classes
  + Instantiation == create variable of

Class

* User defined
* Defined before object
* Holds
  + Functions == what the class can do
    - Constructors – called at instantiation of the object
    - Setters and getters – one per variable
    - Any other functionality for class – anything that the class should manage for itself
  + Public and private variables
  + Initial values

C++ Classes

* Need three files
  + Main.cpp for your program logic
    - Instantiate and use your classes
  + classFile.cpp
    - hold the code that is the implementation of your class
  + classFile.h
    - hold the public/private/protected variables
    - holds the prototypes