Chapter 9: Defining new types

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C++ has two kinds of types: built-in types and class types. One of the languae's strenghts is that user-made class types should be as easy to use as built-in types. To achieve this, we must implement classes in a way that they are as user-friendly as built-in types and this is what chapter 9 is all about.

Constructors are special member functions that define how objects are initilaized. These is no way to call a constructor explicitly. Instead, creating an object of class type calls the appropriate constructos automatically as a side effect. Constructors have the same name as the class itself, and they have no return type.

The constructor that takes no arguments is known as the ***default constructor***. Its job is normally to ensure that its object's data members are properly initialized.