



# Discussion 2 (10/12)



ECE 17



# Class Creation

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Live demo....

Short summary:

- 1) Create a class Cars
  - a) Create a variable in cars called brand
- 2) Public and protected parts
- 3) Instantiate object in main with brand
- 4) Getter and setter method
  - a) Utilize encapsulation

# Create .hpp files along .cpp

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- We will take the Cars class and drop it into a .hpp file for better usage
- We will also implement the .cpp file
- Using “ECE17” namespace
- Structure will be similar to the first assignment

# C++ Streams

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- A stream is an abstraction that represents a device on which input and output operations are performed.
- A stream can basically be represented as a source or destination of characters of indefinite length.
- To operate with streams, C++ provides the standard iostream library.
- Can be used to generate an output into console
  - Ex: toString method in Java

I will demonstrate in our live demo

# Implementation Details

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The friend declaration appears in a class body and grants a function or another class access to private and protected members of the class where the friend declaration appears

C++ allows you to specify more than one definition for a function name or an operator in the same scope, which is called function overloading and operator overloading respectively.

Any questions?

Please utilize slidespace  
discussion tool if any  
problem arises

Me: \*removes a function  
that's not used anywhere  
Compiler: there are  
200 errors

