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C++ Programming I

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Fall 2015

CSS 2A - Classes Worksheet - Implementation File

Given the class definition below, answer the questions that follow.

#ifndef CAR\_H

#define CAR\_H

#include <string>

using namespace std;

class Car

{

public: Car();

void setMake(string);

void setModel(string);

void setYear(int);

string getMake ();

string getModel ();

int getYear();

void beep();

private:

string make;

string model;

int year;

};

#endif

1. Write the implementation of the *setMake* function.

// class implementation section

void Car::setMake(string make)

{

string make="toyota";

}

2. Write the implementation of the *setModel* function.

void Car::setModel(string model)

{

string model="corolla";

}

3. Write the implementation of the constructor for a Car object, setting the values of the string member variables to the empty string and the value of year to 1900.

int car::getYear()

{

int year=1900;

}

4. What is wrong with the following implementation of the *beep* function (2 possible errors)?

void Car::beep()

{

string beep="Beep";

cout << beep;

}

5. Correct any errors in the following implementation of the *setYear* function.

void Car::setYear(int)

{

int year = 0;

}

6. What would you need to do if you decided you wanted to add another function to the Car class that would compute the age of a Car object?

#ifndef CAR\_H

#define CAR\_H

#include <string>

using namespace std;

class Car

{

public: Car();

void setMake(string);

void setModel(string);

void setYear(int);

**void computeAge(int);**

string getMake ();

string getModel ();

int getYear();

void beep();

private:

string make;

string model;

int year;

**int age;**

};

#endif