Mariya Eggensperger

Programming C++ P.I

Prof. Pam Wiese

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CSS 2A - Classes Worksheet - Class Definition

What does each of the following lines of code do?

|  |  |  |
| --- | --- | --- |
| 1. | Controls conditional compilation of resource files by checking the specified name, CIRCLE\_H. | #ifndef CIRCLE\_H |
| 2. | Directive that assigning value to the specified CIRCLE\_H. All subsequent occurrences of the CIRCLE\_H are replaced by the value. | #define CIRCLE\_H |
| 3. | Class className | class Circle |
| 4. | Brackets separate code structs, frames and functions | { |
| 5. | Public members are members of a struct or class that can be accessed from outside of the struct or class. | public: |
| 6. | Acalled Circle(); | Circle(); |
| 7. | A member method | void setRadius(int); |
| 8. | This is a function that 'gets' the radius integer of the program | int getRadius(); |
| 9. | Private members are members of a class that can only be accessed by other members of the class. This is great for programmers' access. | private: |
| 10. | Defines one variable of the class called "radius" | int radius; |
| 11. | End of code | }; |
| 12. | Specifies the end of a conditional directive | #endif |

For questions 13-16, assume you are working in a file that uses the Circle class (like the driver file).

13. Write the code to declare an instance of the Circle class, naming the instance *circ1*.

#ifndef CIRCLE\_H

#define CIRCLE\_H

using namespace std;

class Circle

{

public: Circle();

private: int circ1;

};

Circle::Circle(int circ1)

{

circ1=10;

}

14. Write the code to set the value of the radius of *circ1* to 10.

int circ1=10;

15. Write the code to show the value stored in the radius of  *circ1*.

#ifndef CIRCLE\_H

#define CIRCLE\_H

#include <string>

using namespace std;

class Circle

{

public: Circle();

private: int circ1;

};

Circle::Circle(int circ1)

{

circ1=10;

}