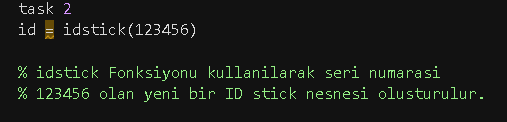
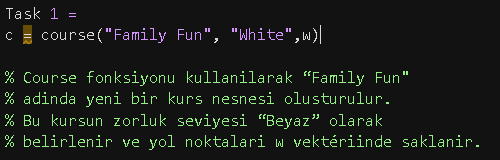
Nesne Tabanlı Programlama Final Ödevi

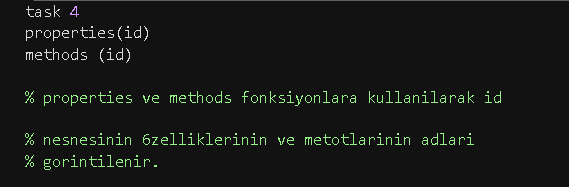
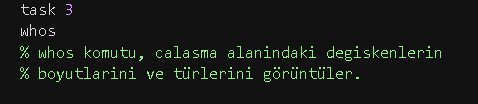
Gökhan Satılmış

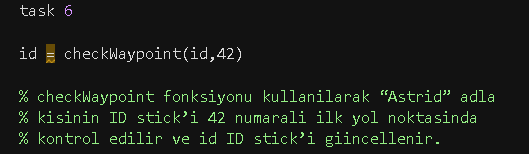
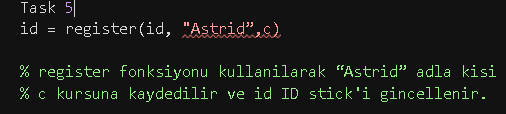
Mehmet Çayır

221903038

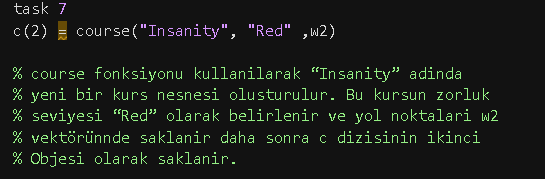
Konu: Using Custom Objects to Simulate an Orienteering Event

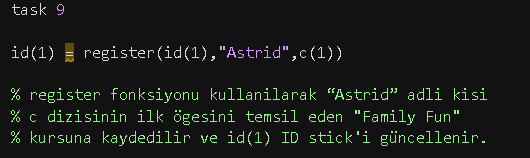
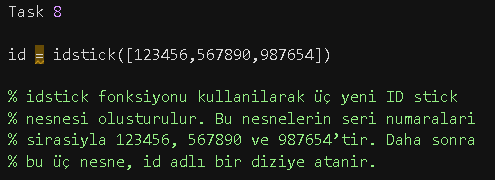


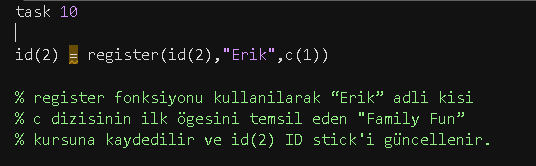


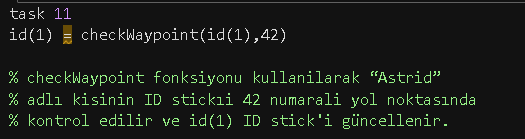


Vectors of Custom Objects

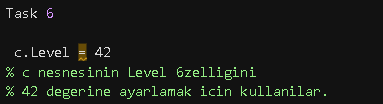
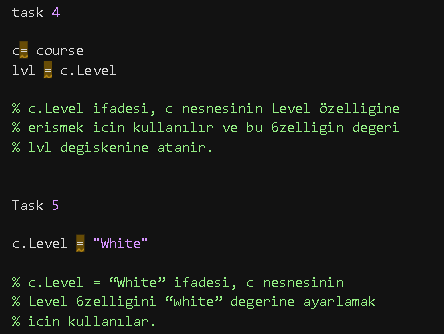
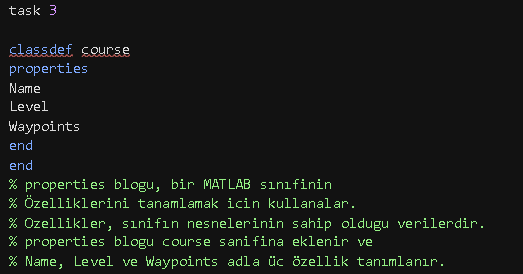
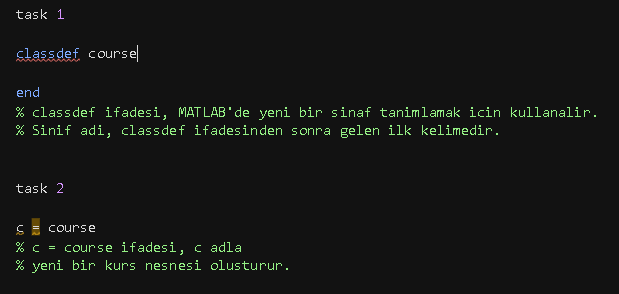




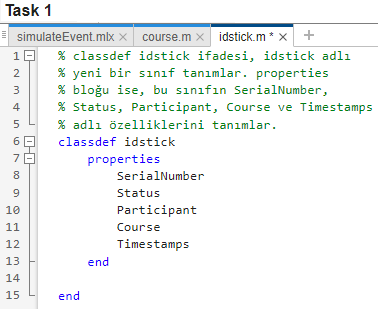


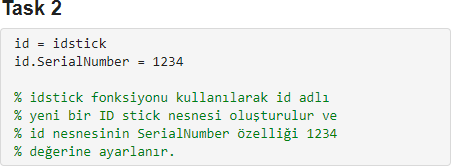


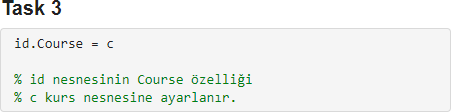
Konu: Creating a Class Definition

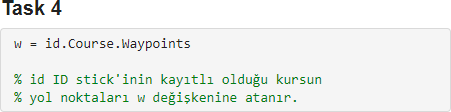


Konu: Creating a Class that Contains Another Class

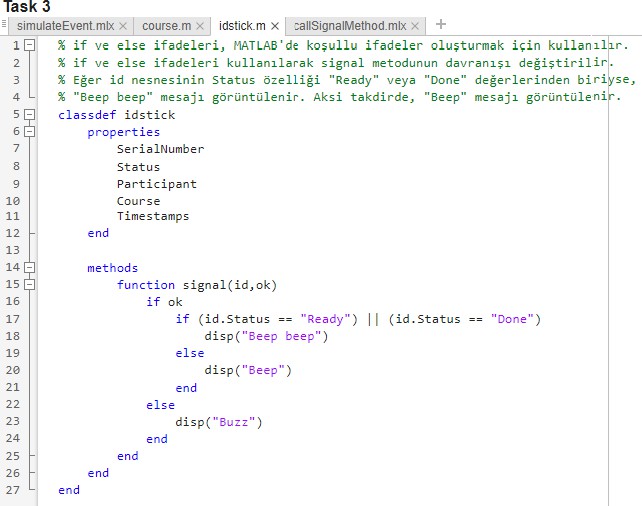
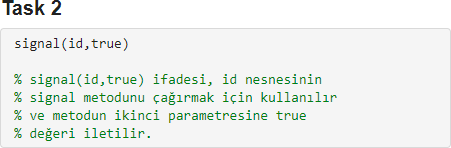
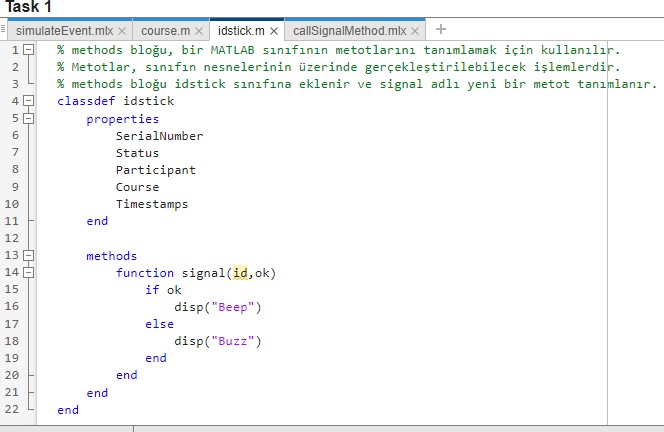




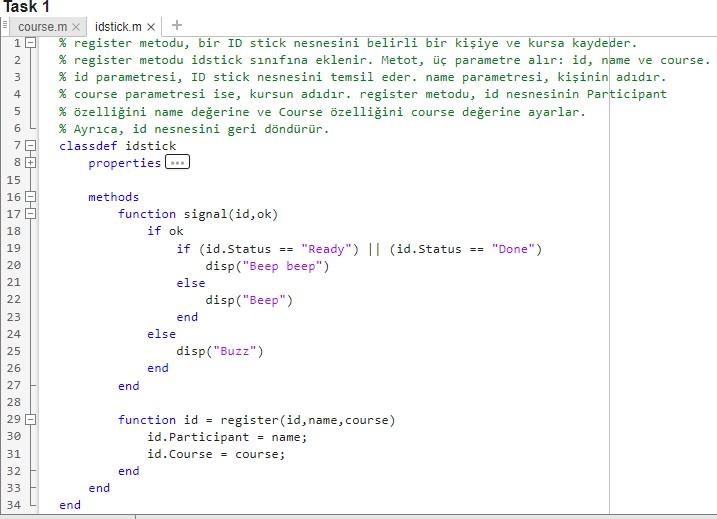


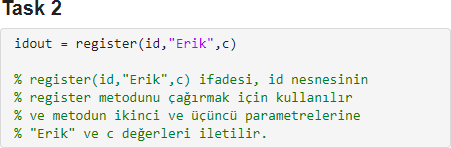


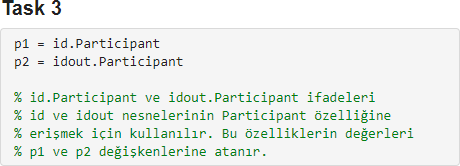
Konu: Adding a Method to a Class

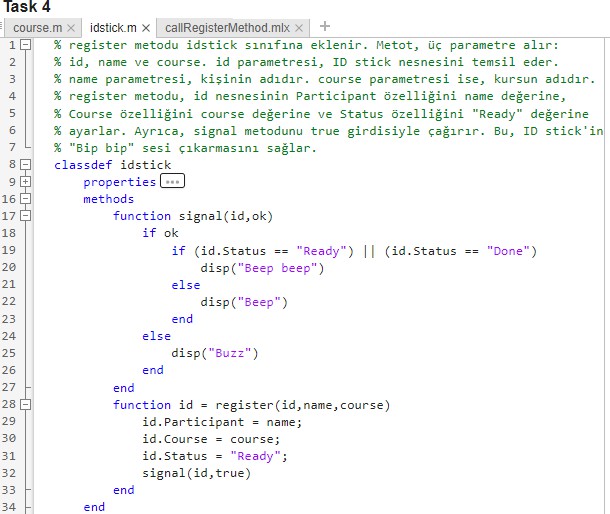


Konu: Adding More Methods

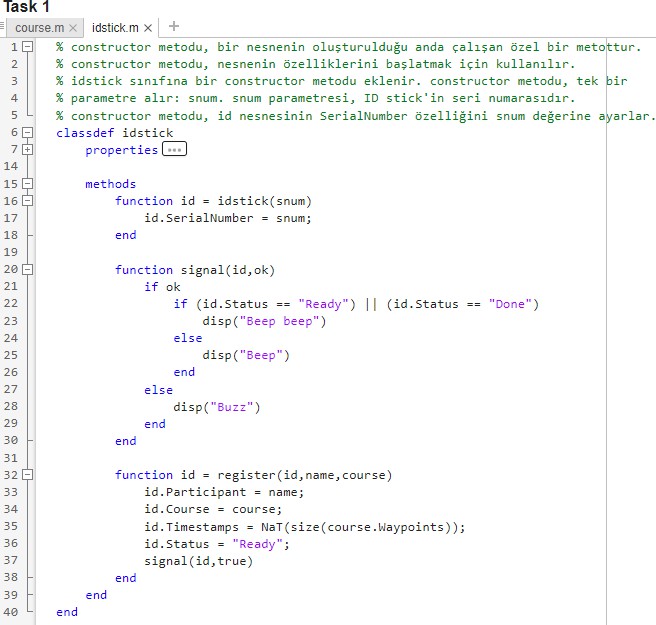


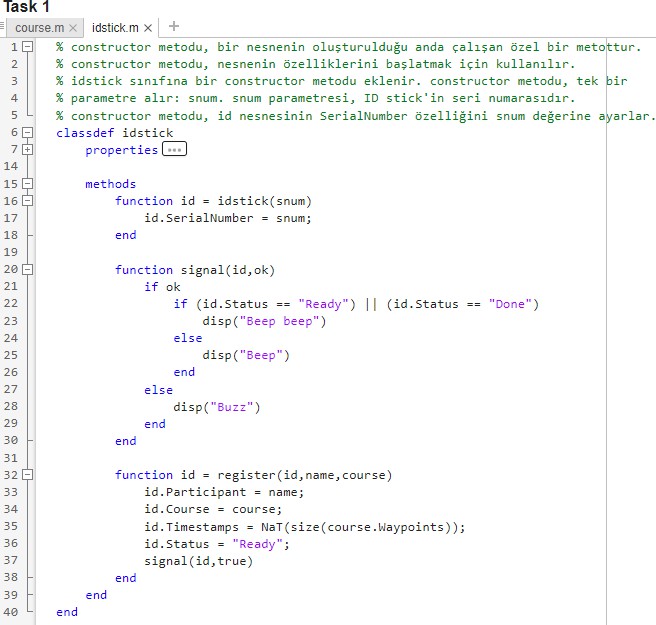


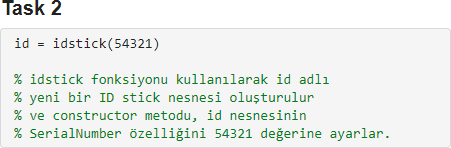


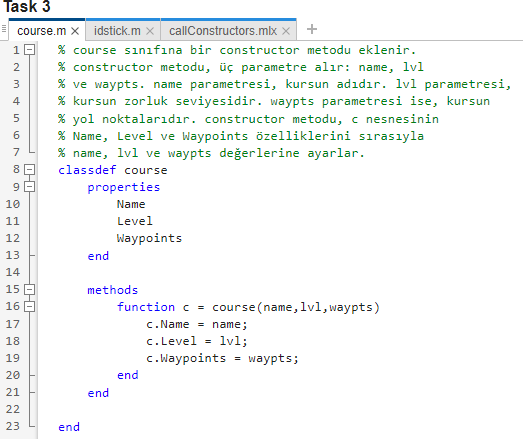


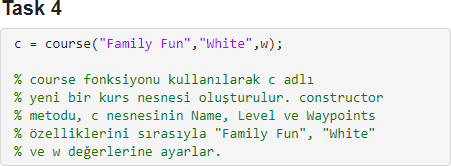
Konu: Adding Constructor Methods



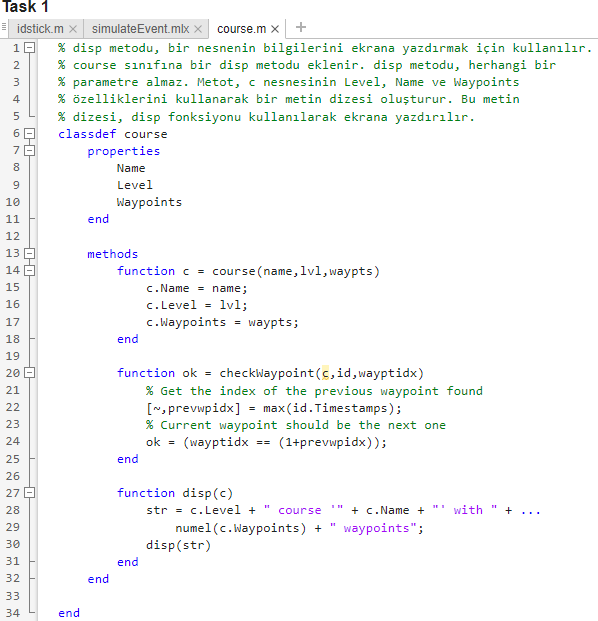




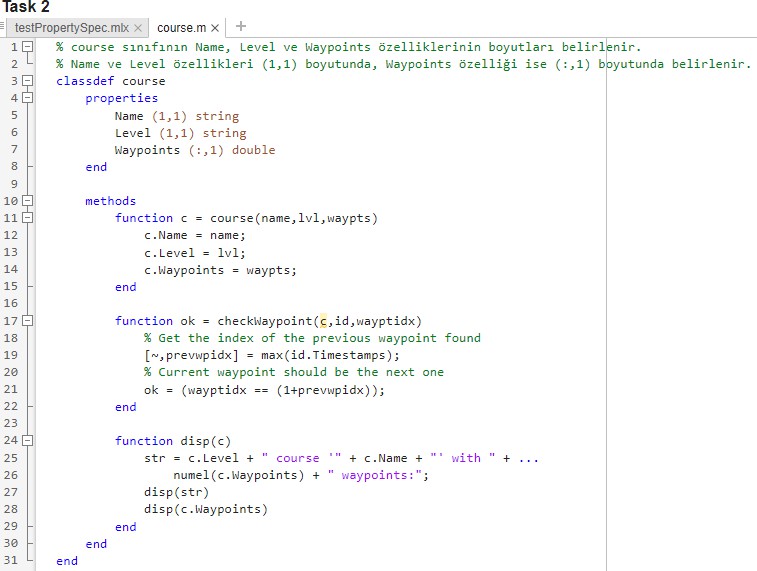
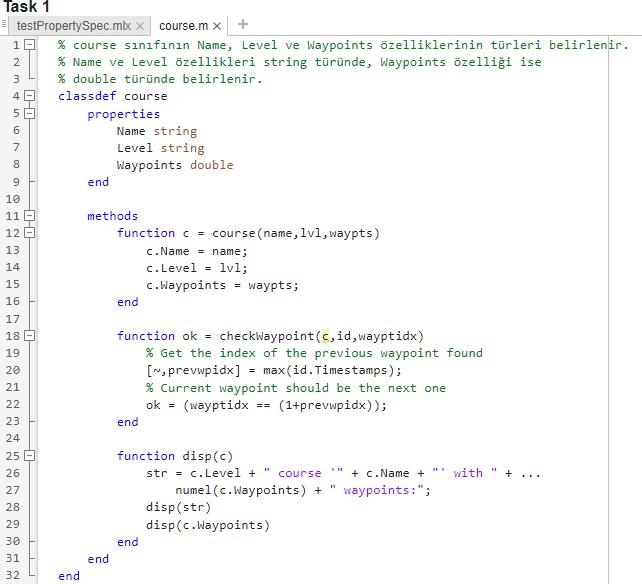


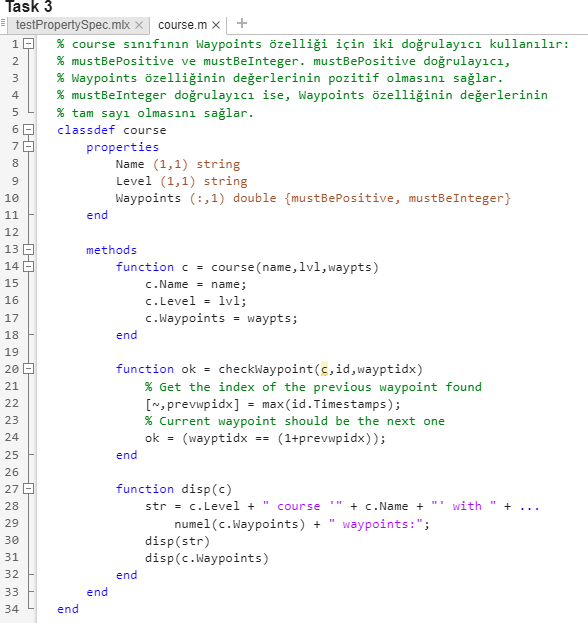


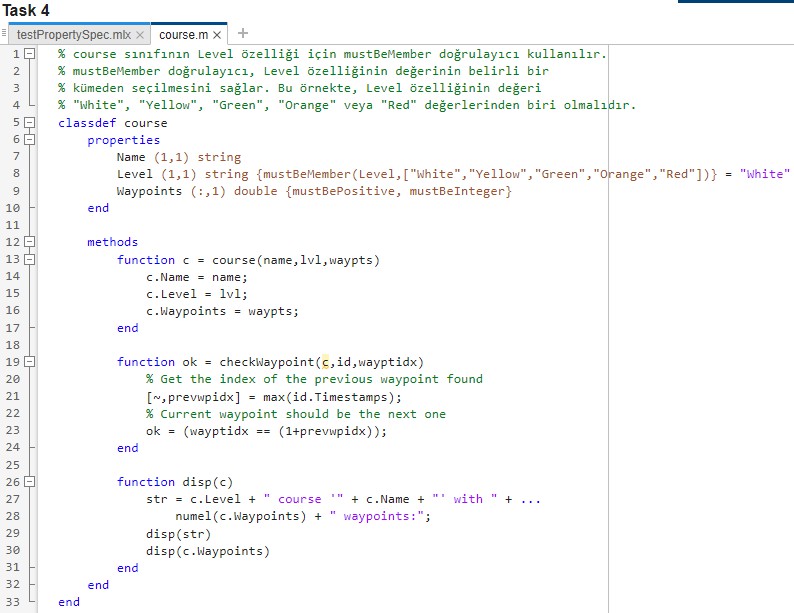
Konu: Adding a Custom Display



Konu: Storing Name, Level, and Waypoints



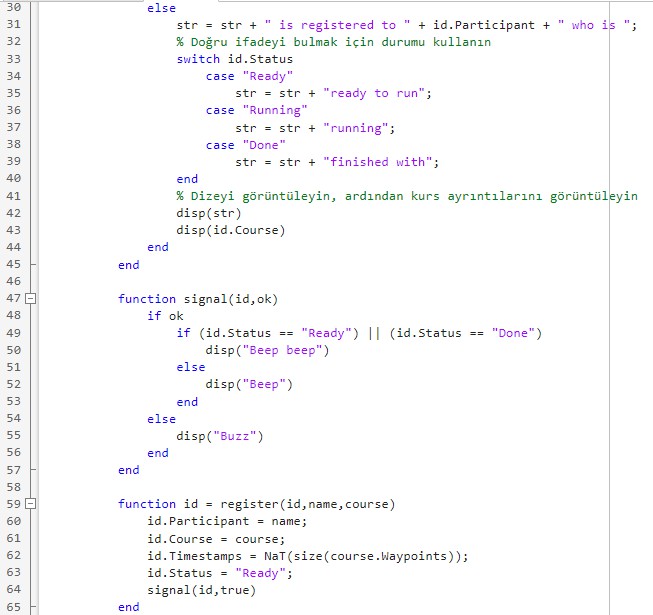
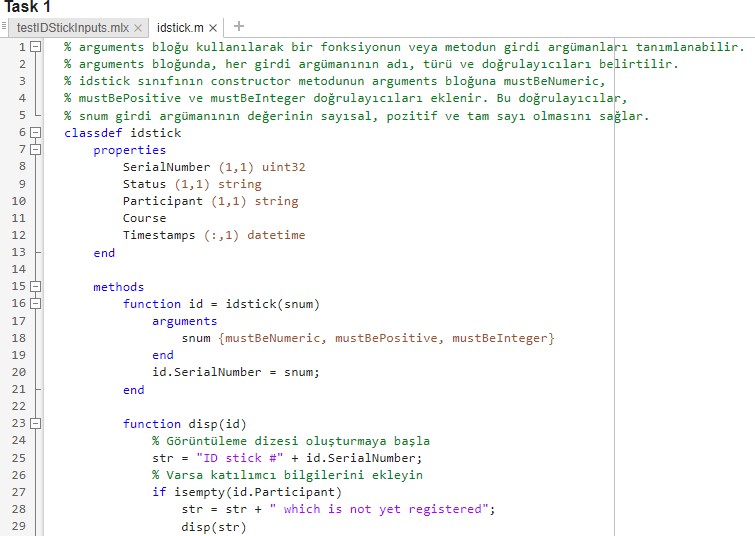


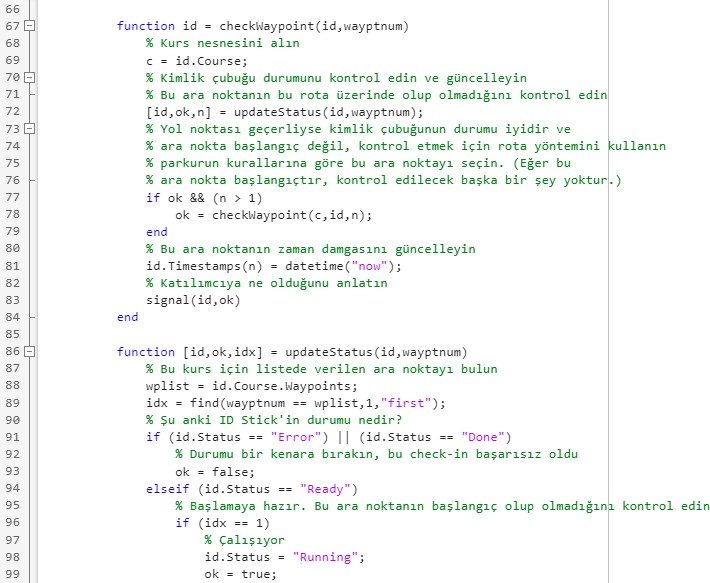


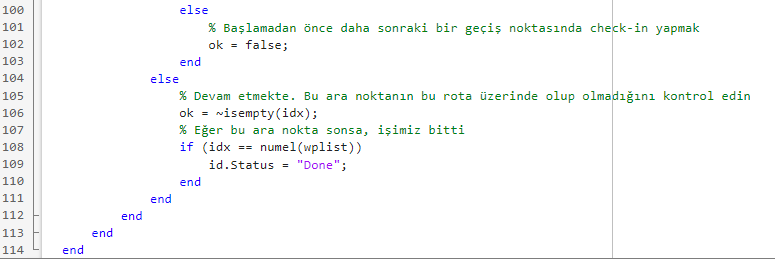
Konu: Strict Checking of Numbers and Text

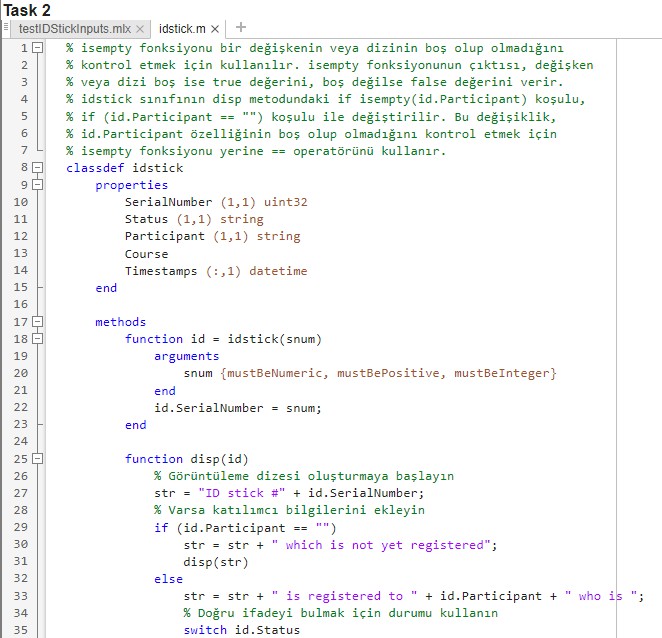


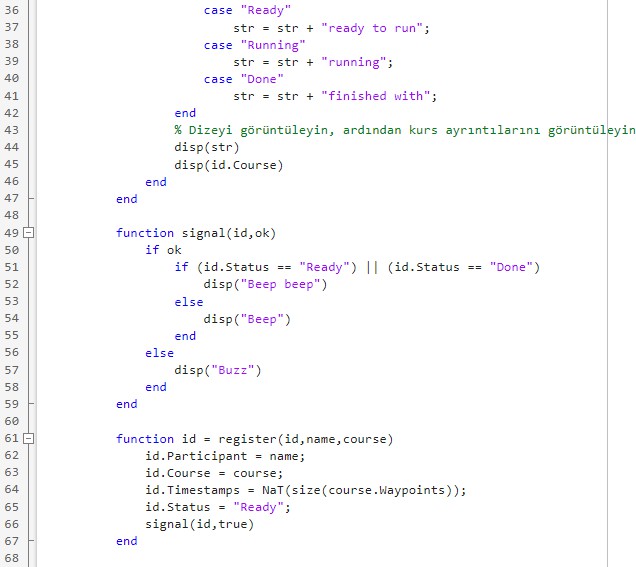
Konu: Specifying the Properties for the ID Stick

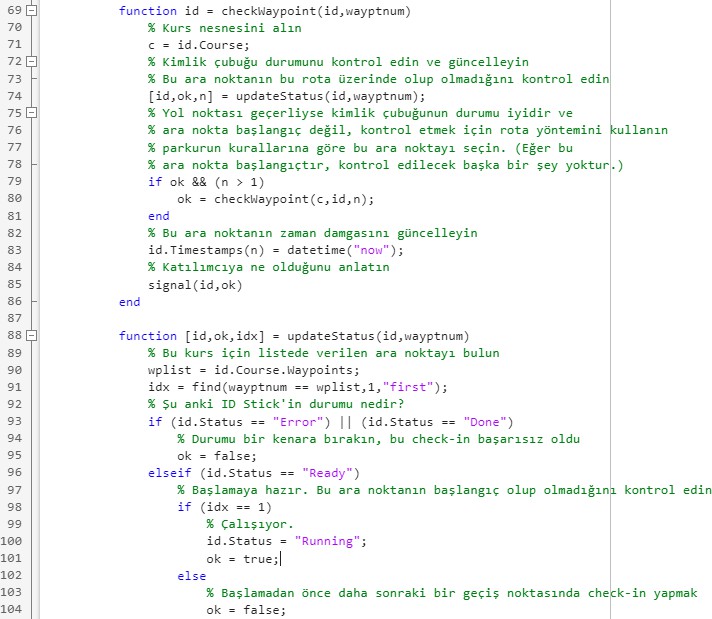


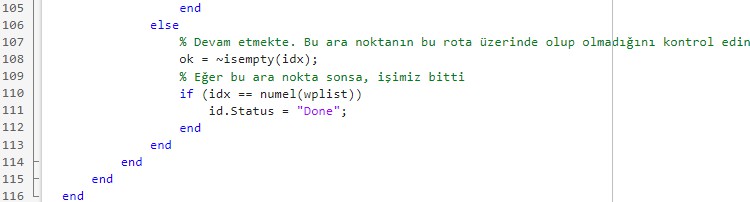


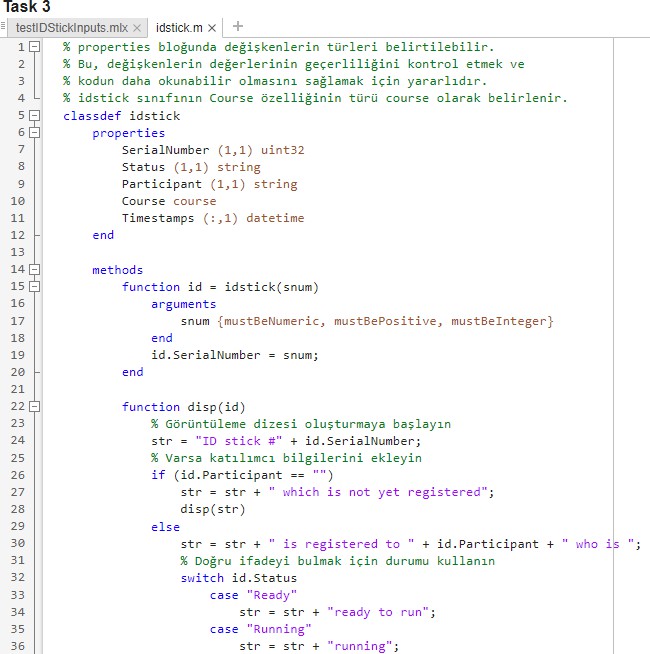


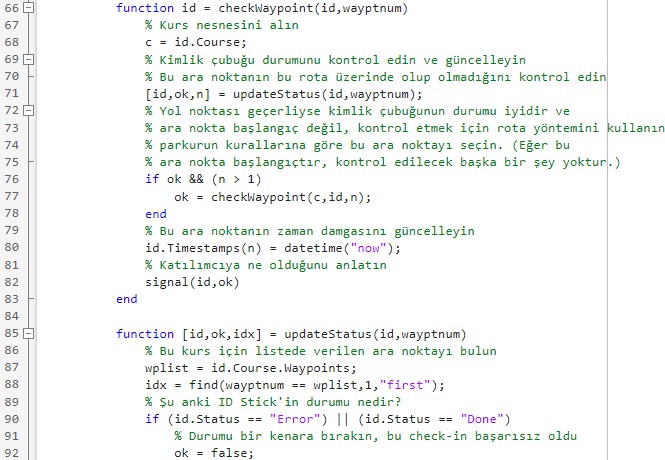


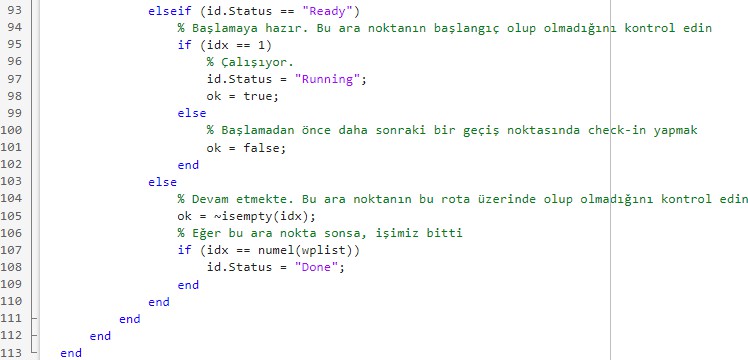




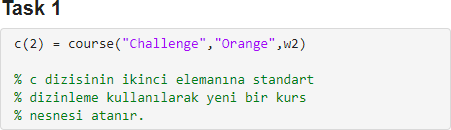




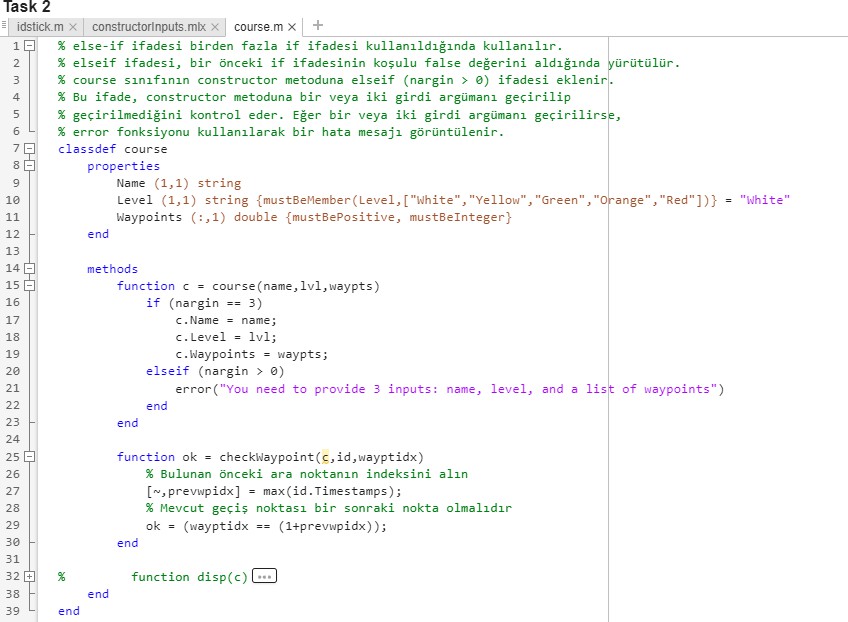




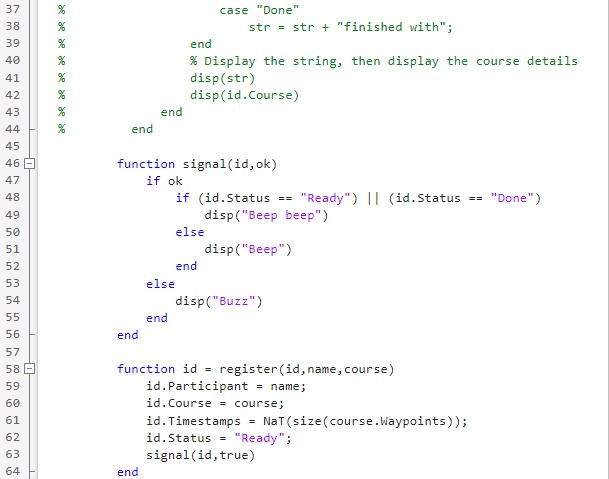
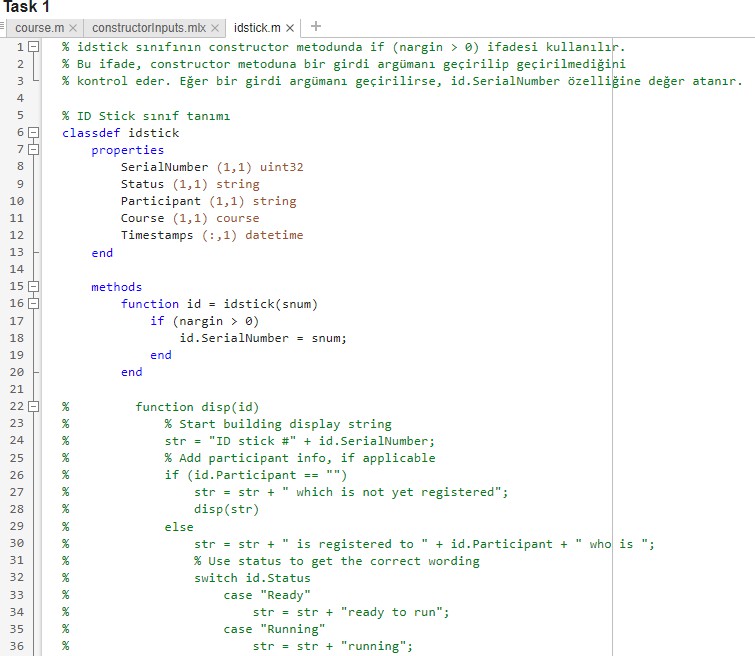
Konu: Creating a Vector of Courses

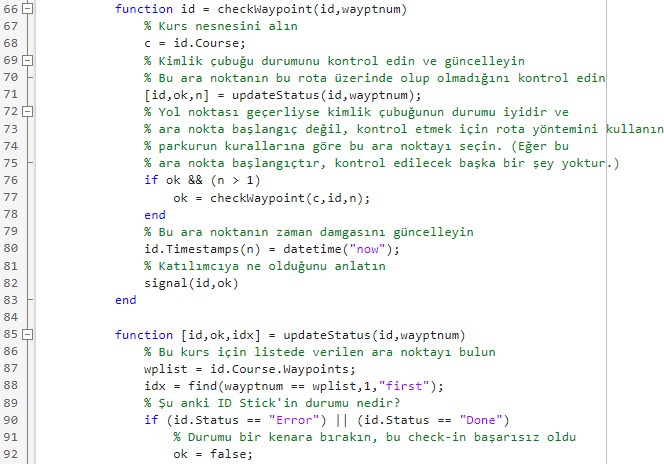


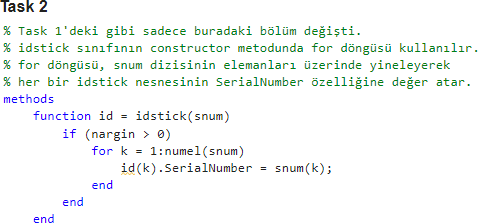
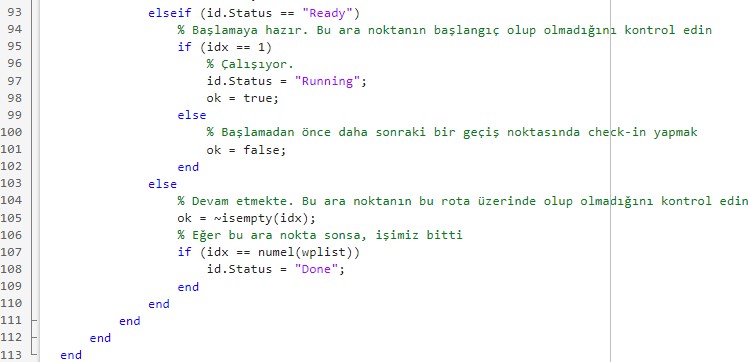
Konu: Fixing the Course Constructor



Konu: Fixing the ID Stick Constructor







Konu: Restricting Access to Properties and Methods

