University of Technology, Jamaica
School of Computing and Information Technology

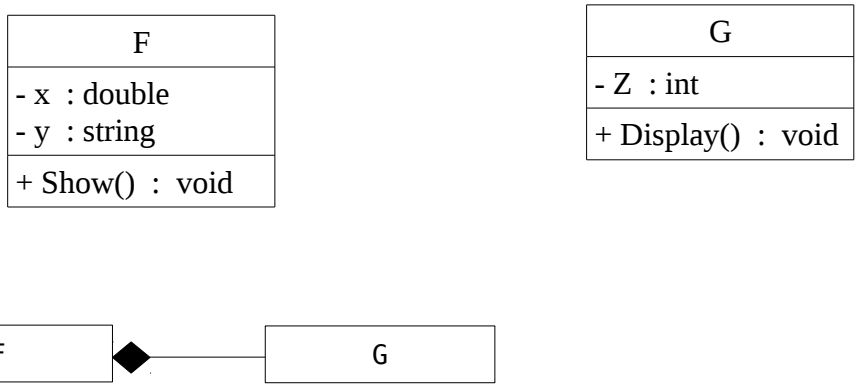
OOP Principles Tutorial Three - Information Hiding

Objective:
The objectives of this tutorial are to allow students to be able to:

- write default, primary and copy constructors
- correctly implement composition
- declare, initialize and use static attributes

Exercise One

a) Write C++ and/or Java code to implement the following classes and their relationship. You do not have to write a complete program, only the code for the classes. Make the Z attribute in the G class static. Write default, primary and copy constructors for each class.



b) Write a driver file to use the F class above. Show how you would create objects so that each of the three constructors are called. After each object is created, display is information using the Show() method.

Exercise Three - Homework

a) Write accessors and mutators for each of the classes above
b) Write code in main() to demonstrate how each of the accessors and mutators would be invoked (called) from main().