

COP2221 – Intermediate C++ Programming

Module #13 Assignment One

10 points

Learning Outcome: using OOP concepts

This program is a demonstration program to help you understand OOP. Access the visual called, **OOP_V2_Programming** to see a “picture” of the process you will implement.

You will create a program and **document** it as instructed – the documentation is part of your grade.

Write a program that:

- creates 3 string objects (**1 point for each of the below**)
 - document which line in your code gives you access to the string class
 - document which line in your code creates 3 string objects
- within your program – demonstrate the use of 4 of the string class member functions (Table 10-8) (**1 point for each use/description of a string class member function**)
 - document each use of a member function by explaining what the function does and writing the associated code
- In **your own words** via comments in your code
 - explain how this program demonstrates **code reusability**
 - explain how using the string class demonstrates **encapsulation** (think about it – it’s a little tougher)
 - the textbook states that a class is a “blueprint” that objects are created from and that each object is an instance of the class (**4 points**)
 - if you created any instances of the string class – clearly state how that was done and where it was done in your code
 - if you did not create an instance of the string class – state so and why it wasn’t needed