Today - Lecture 9 - CS162

1) Continue with the class construct creating a "List" class for our show list program.

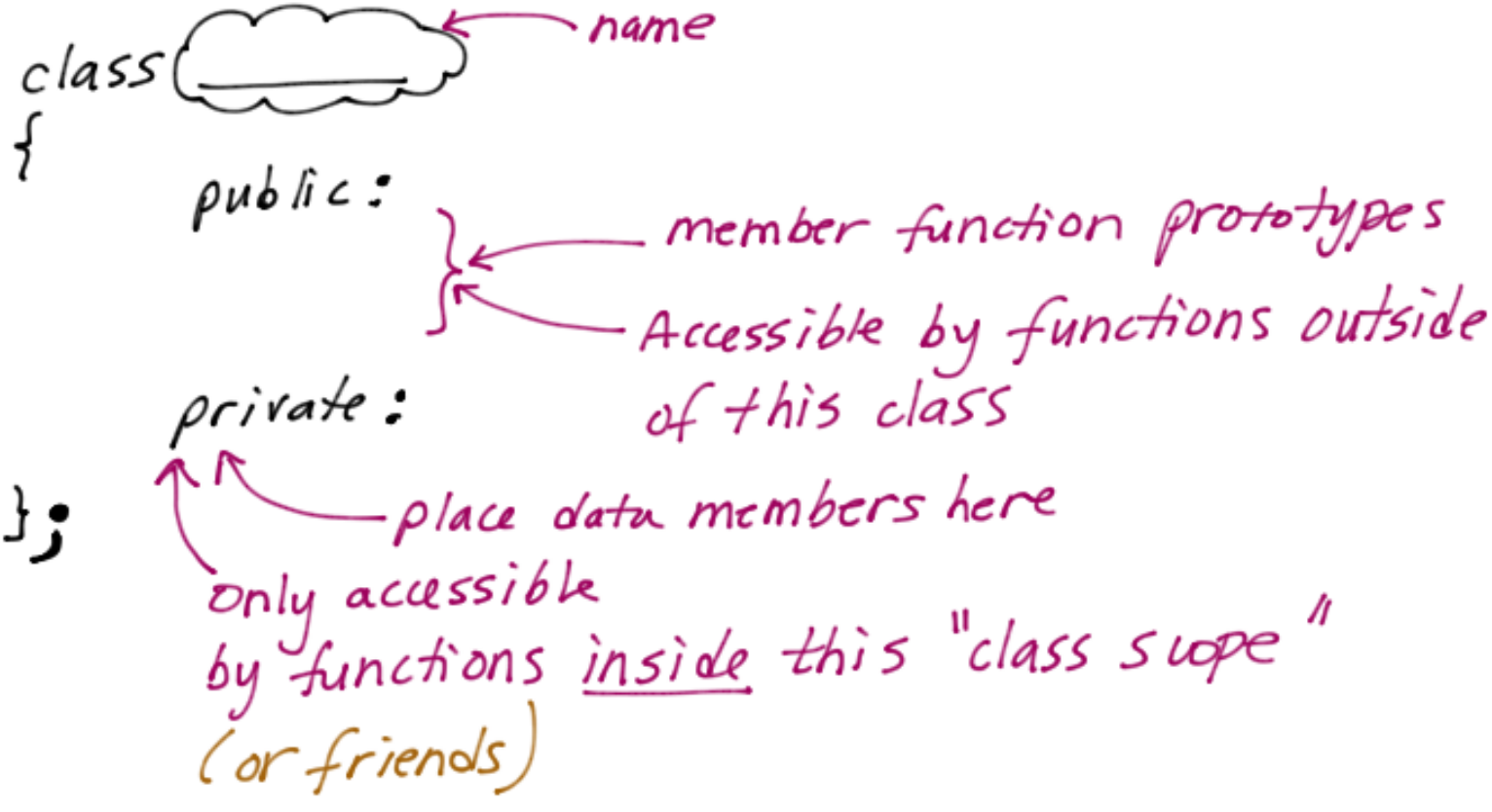
- review concepts
- examine the design
- implement another class

Class Construct

class ⟶ data type

object ⟶ variable, instance of a data type

class interface ⟶ where we declare functions (function prototypes) and specify the data that will be available for all objects of this class.



Multiple Files

.h file (declarations)

1) #includes
2) constants
3) structs also prototypes
4) class interfaces
5) DO NOT implement the "body" of functions in the .h file
6) DO NOT #include any .cpp file

.cpp files (implementation file)

1) #include "~.h" ← goes to your current working directory
2) Function bodies ← function definitions
3) There can be only 1 main function in all of the .cpp files put together

On unix, compile via:

```
g++ main.cpp video.cpp
```

or

```
g++ *.cpp
```

this works if all of the functions in your directory are part of this "project"

To use the gdb or ddd debuggers, compile with the -g option

```
g++ -g *.cpp
```

When implementing member functions

1) In the .cpp file ALL prototypes listed in the class interface (.h) MUST be implemented

2) Preceed function name with the class name and the scope resolution operator (::)

```
video::video()
{
    // body of the function
}

void video::display()
{
    // body of the function
}
```

Now... using **classes** for the list of shows:

1) Design the solution by thinking about the **data** and thinking about what operations make sense working on that data — GROUPING IT TOGETHER