

1. A simple class

In this lab, you are going to get some more practice with writing classes with constructors and passing stream parameters as arguments to a member functions etc.

Create a file called counter.cc:

Add this class definition:

```
class Counter
{
public:
    Counter ();           //initializes the counter value to 0.

    Counter(int new_val); // value is set according to the
                        // incoming argument.

    void increment();     //increment counter value by 1.

    int get_value();      //returns the value of member
                        //variable
private:
    int value;
};
```

- a. [5] Write the definition for the default constructor.
- b. [5] Write the definition for the constructor with one argument.
- c. [5] Write the definition for the accessor function.
- d. [5] Write the definition for the increment function
- e. [10] Write a short program (main function) to do the following. Create Counter object with a value you choose (hint: use the constructor with one argument. If the value is **less than 10 increment** the value **by 1**. Print the original value and the incremented value.

```
Value at the beginning 5
Value at the end 6
```

2. [50] Tollbooth class - Write a complete program.

Imagine a tollbooth at a bridge. Cars passing by the booth are expected to pay a **50** cent toll. Mostly they do, but sometimes a car goes by without paying. The tollbooth keeps track of the number of cars that have gone by, and of the total amount of money collected. Model this tollbooth with a class called **Tollbooth**. The two data members are type **int** for **the total number of cars**, and type **double** to **hold the total amount** of money collected. A **constructor** initializes both of these to **0**. A member function called **payingCar()** **increments the car total and adds 0.50 to the cash total**. Another function called **nopayCar()**, **increments the car total** but adds nothing to the cash total. Finally, write a member function called **display(ostream& fileout)** to **display the two totals to the screen**.

Include a **main** function to test this class. The program should allow the user to enter 'p' to count a paying car, and 'n' to count a nonpaying car and 'q' should cause the program to print out the total number of cars and total amount collected. Save this program as **tollbooth.cc**

Sample output of this program can be as follows (user input in *italics*):

```
P - paid  N - Not paid  Q - Quit -> p
P - paid  N - Not paid  Q - Quit -> p
P - paid  N - Not paid  Q - Quit -> n
P - paid  N - Not paid  Q - Quit -> p
P - paid  N - Not paid  Q - Quit -> n
P - paid  N - Not paid  Q - Quit -> q
```

```
Total number of cars 5
Total amount collected $1.50
```

3. Submit the programs electronically.
4. Don't forget to do the documentation.