### Philip Pesic

Week 4

September 11 2022

Week 4 Prog 3

Program 3) Run the following Sample Code - Produce the correct output and Turn it in for credit

```
// main.cpp
// Week 4 Prog 3
// Created by Pippo Pesic on 9/11/22.
/\!/ Sample Class - Print and Study, RUN the code...
#include <iostream>
#include <string>
using namespace std;
// STEP 1 - DEFINE THE new datatype/Class 'aThing'
class aThing {
public: // Public means that is can be access in step 3 with the dot notation
  double getWeight(void) { return weight; } // public functions accessible by dot notation
  void setWeight( double inWeight ) { weight = inWeight; }
private: // Private means that it can NOT be accessed with the dot notation, but indirectly with a public function
  double weight; // private variables only accessible by a function
};
{ // STEP 2 - DECLARATION - USE the new datatype/class 'aThing' in a Declaration statement to create 'ThingOne'
  aThing ThingOne;
  // STEP 3 - Use the OBJECT defined in step 2 - With dot notation
  ThingOne.setWeight(110);
  cout << "Use Function/Method get Weight - "<< "Weight is: " << ThingOne.getWeight() << endl;
  //system("PAUSE"); // MAC User comment this line out.
  cout << "Philip Pesic 9/11/22" << endl;
  return 0;
```

# Philip Pesic

#### Week 4

### September 11 2022

# Week 4 Prog 3

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// Created by Pippo Pesic on 9/11/22.
//
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4 Prog 3/Week 4 Prog 3/
main.cpp
                                                        // Sample Class - Print and Study, RUN the code...
                                                    10 #include ciostram>
12 #include cstring>
13 using namespace std;
16 // STEP 1 - DEFINE THE new datatype/Class 'aThing'
18 class aThing {
19 public: // Public means that is can be access in step 3 with the dot notation
21 double getWeight(void) { return weight; } // public functions accessible by
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                                                         double getWeight(void) { return weight; } // public functions accessible by dot notation
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                                                            void setWeight( double inWeight ) { weight = inWeight; }
                                                     25
26 private: // Private means that it can NOT be accessed with the dot notation, but indirectly with a public function 27
                                                                                                                                                                                                                        Line Endings No Explicit Line Endings
                                                    27
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30 };
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4 // STEP 2
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4//syste4
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                                                           double weight; // private variables only accessible by a function
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Tab Indent

✓ Wrap lines
                                                        { // STEP 2 - DECLARATION - USE the new datatype/class 'aThing' in a Declaration statement to create 'ThingOne'.
                                                            // STEP 3 - Use the OBJECT defined in step 2 - With dot notation
                                                            cout << "Use Function/Method get Weight - "<< "Weight is: " << ThingOne.getWeight() << endl;
                                                            //system("PAUSE"); // MAC User comment this line out.
                                                          cout << "Philip Pesic 9/11/22" << endl;
return 0;
                                                                                                                                                                                             Line: 46 Col: 44
                                                                                                       Use Function/Method get Weight - Weight is: 110
Philip Pesic 9/11/22
Program ended with exit code: 0
                                                                                                                                                                       ♥ Filter
+ 🐨 Filter 🕘 😥 Auto 🗈 🕦 Filter All Output 🗈
```

I learned: How to fetch and edit class properties