

Philip Pesic

Week 4

September 11 2022

Week 4 Prog 2

Program 2 - Buck 2 - Variable in a class

Buckys C++ Programming Tutorials - 13 - Using Variables in Classes (Links to an external site.)

Watch the following video: Write the program in the video, run the code, get correct results and turn in for credit

Turn in version of code at end of video..

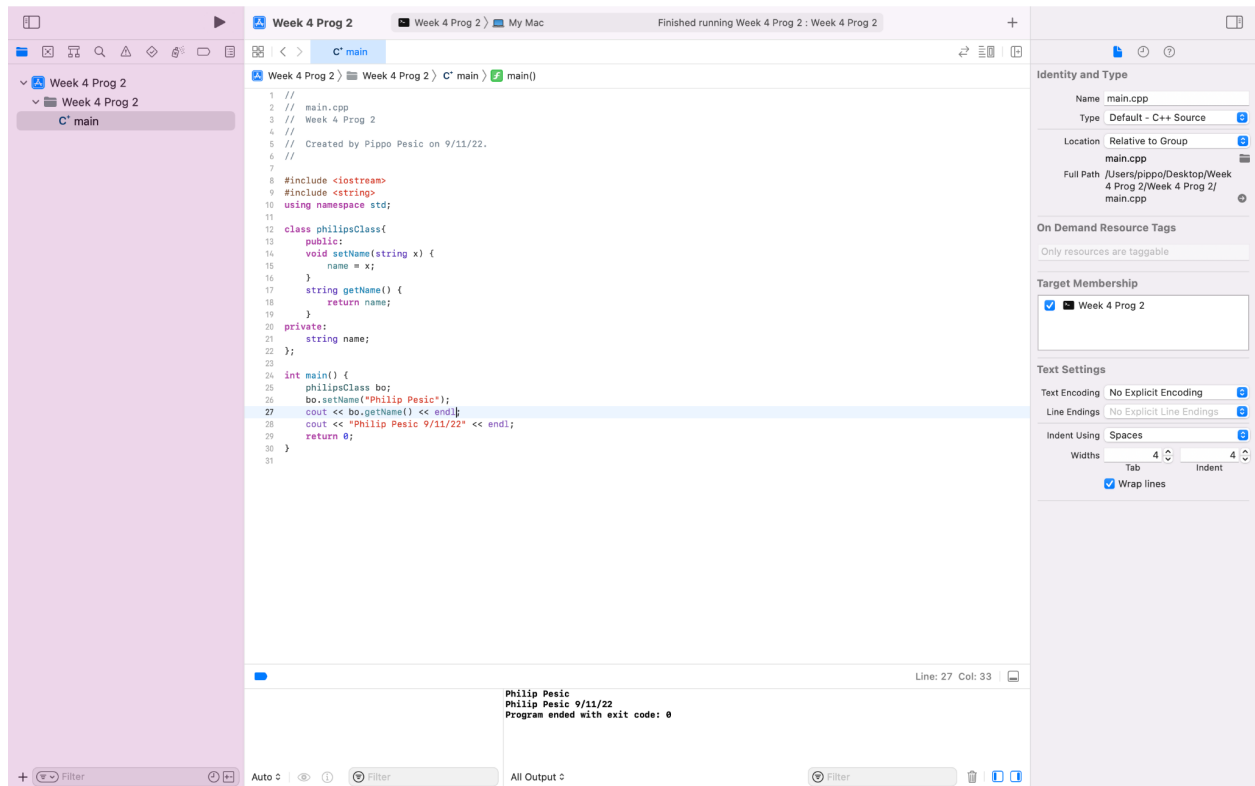
```
//  
// main.cpp  
// Week 4 Prog 2  
//  
// Created by Pippo Pesic on 9/11/22.  
//  
  
#include <iostream>  
#include <string>  
using namespace std;  
  
class philipsClass {  
public:  
    void setName(string x) {  
        name = x;  
    }  
    string getName() {  
        return name;  
    }  
private:  
    string name;  
};  
  
int main() {  
    philipsClass bo;  
    bo.setName("Philip Pesic");  
    cout << bo.getName() << endl;  
    cout << "Philip Pesic 9/11/22" << endl;  
    return 0;  
}
```

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I learned: How to write an object for a class