Philip Pesic

Week 5

September 18  2022

Week 5 Prog 3


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

```cpp
//
//  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

};

int main()

{ // 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;

}
```
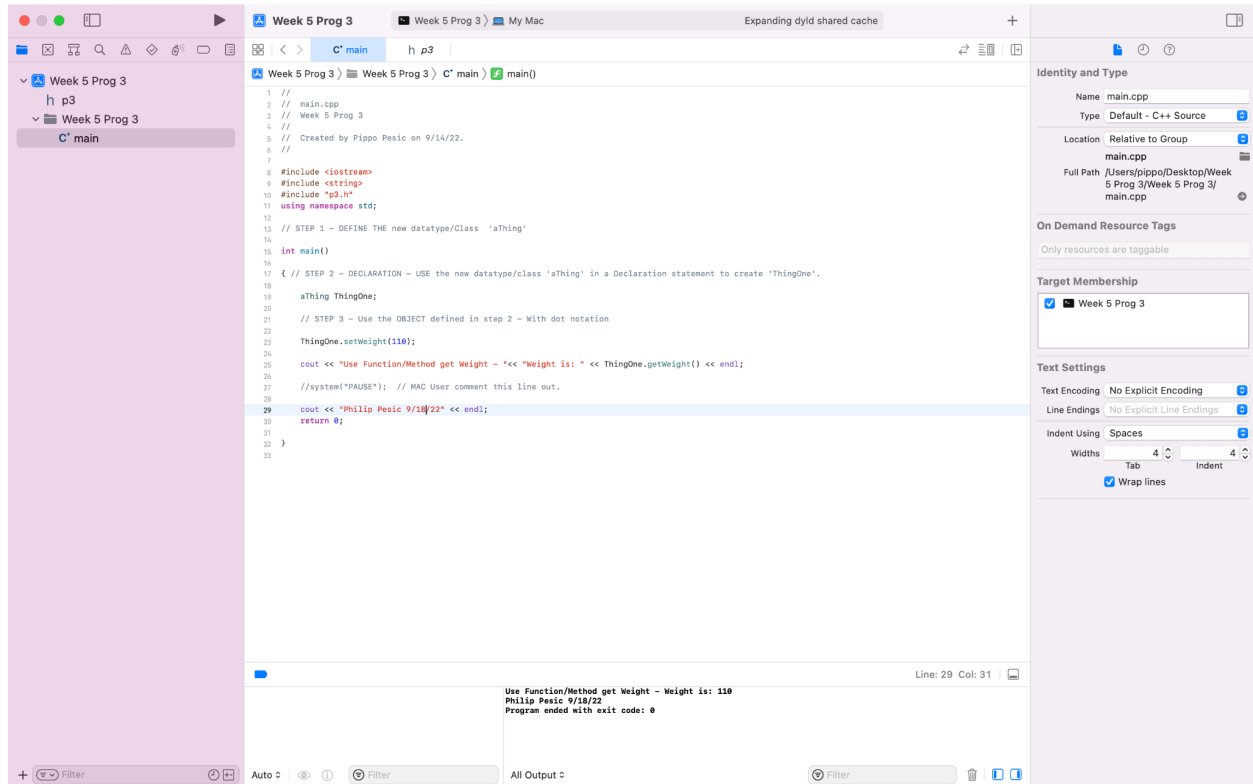
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I practiced writing and importing .h files into a program

| aThing |
| --- |
| -weight: int |
| +getWeight (int: weight) return void<br>+setWeight (int: inWeight) return: inWeight = weight |