Philip Pesic

Week 5

September 18 2022

Week 5 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

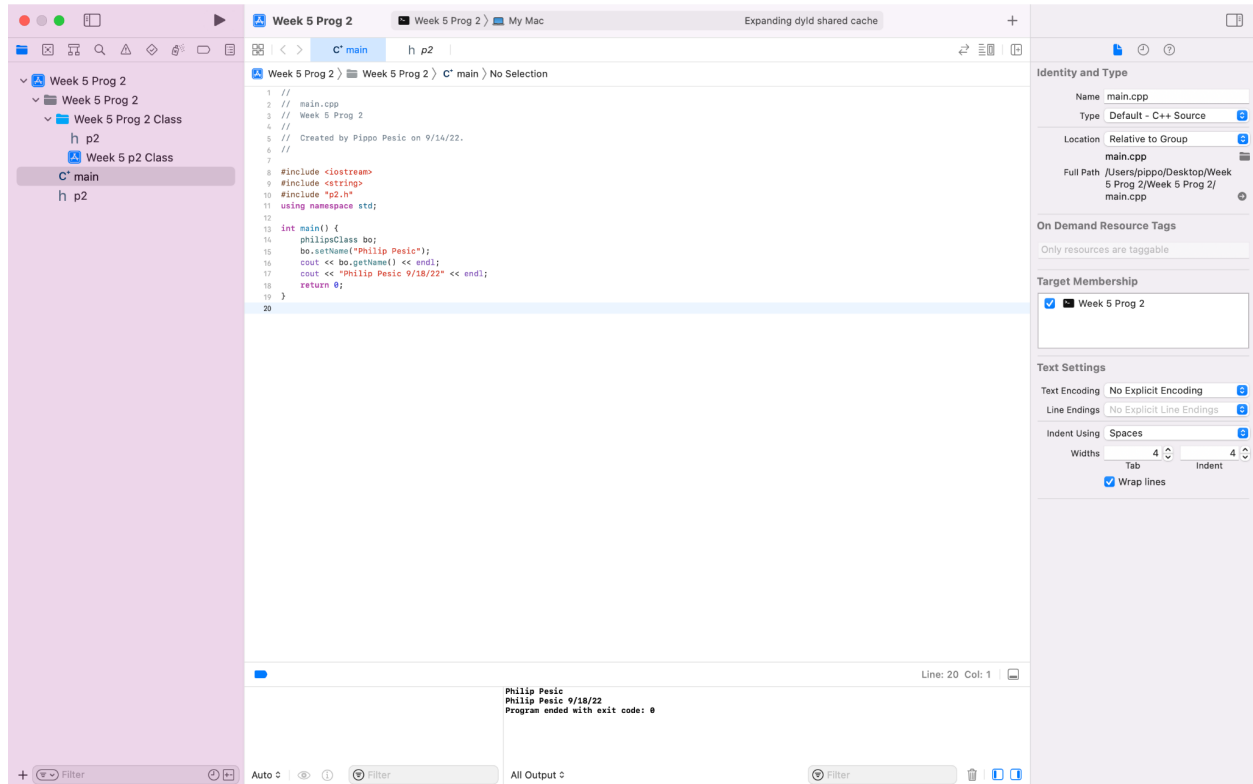turn in for credit

Turn in version of code at end of video..

```cpp
//
//  main.cpp
//  Week 5 Prog 2
//
//  Created by Pippo Pesic on 9/14/22.
//

#include <iostream>
#include <string>
#include "p2.h"
using namespace std;

int main() {
    philipsClass bo;
    bo.setName("Philip Pesic");
    cout << bo.getName() << endl;
    cout << "Philip Pesic 9/18/22" << endl;
    return 0;
}
```

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I practiced writing and importing .h files into a program

philipsClass
-name: string
+getName (string: name) return: name +setName (string: name) return: name