Philip Pesic

Week 12

November 6 2022

Week 12 Prog 2

Turn in code, output, uml diagram and also, write a summary of what you learned in the videos

```cpp
//
//  main.cpp
//  Week 12 Prog 2
//
//  Created by Pippo Pesic on 11/3/22.
//

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

int main() {
    Weapon sword;
    sword.getVolatility();
    cin.get();
    cout << "Philip Pesic 11/6/22" << endl;
    return 0;
}
```

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```cpp
//
//  Weapon.cpp
//  Week 12 Prog 2
//
//  Created by Pippo Pesic on 11/3/22.
//

#include "Weapon.h"
#include <iostream>

Weapon::Weapon() {
    m_AtkBonus = 3;
    m_Volatility = 6;
}

double Weapon::getAtkBonus() {
    return m_AtkBonus;
}

double Weapon::getVolatility() {
```

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```cpp
        return m_Volatility;

}


//

//  Weapon.h

//  Week 12 Prog 2

//

//  Created by Pippo Pesic on 11/3/22.


#include <iostream>


class Weapon {

        double m_AtkBonus, m_Volatility;

public:

        double getAtkBonus();

        double getVolatility();

        Weapon();

};
```
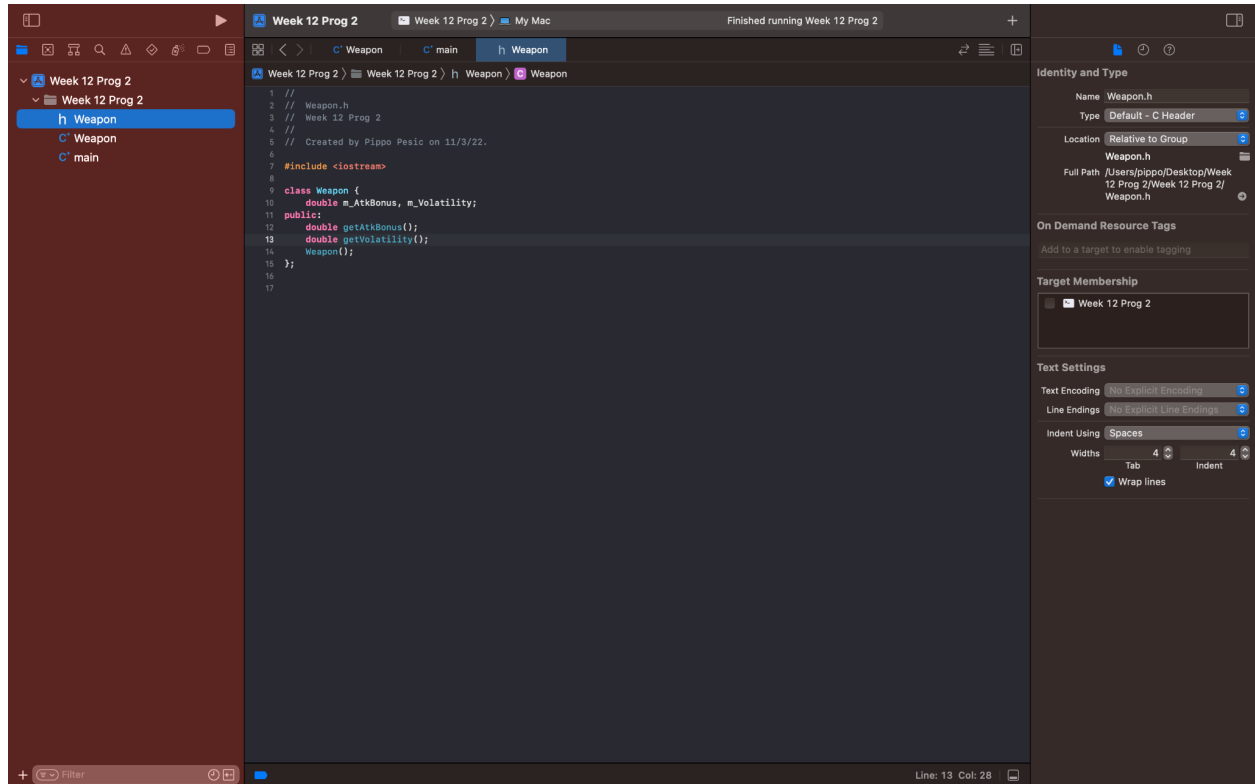
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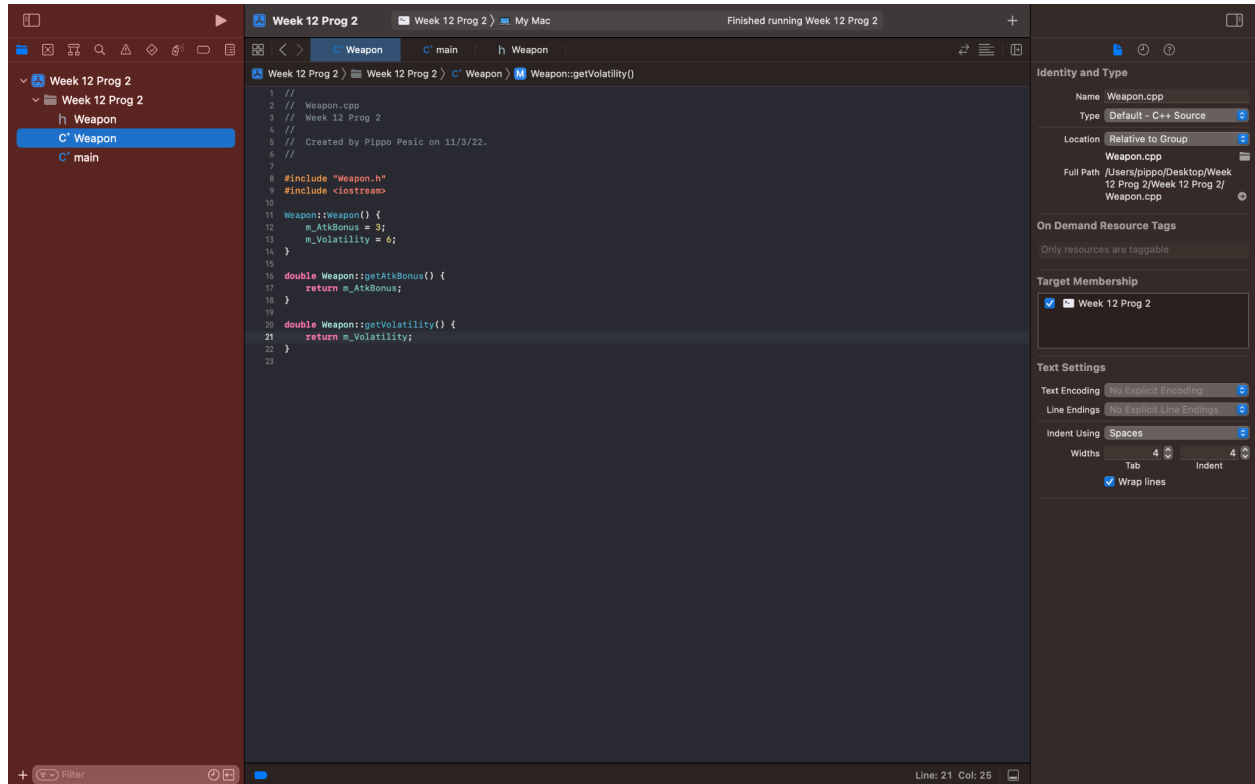
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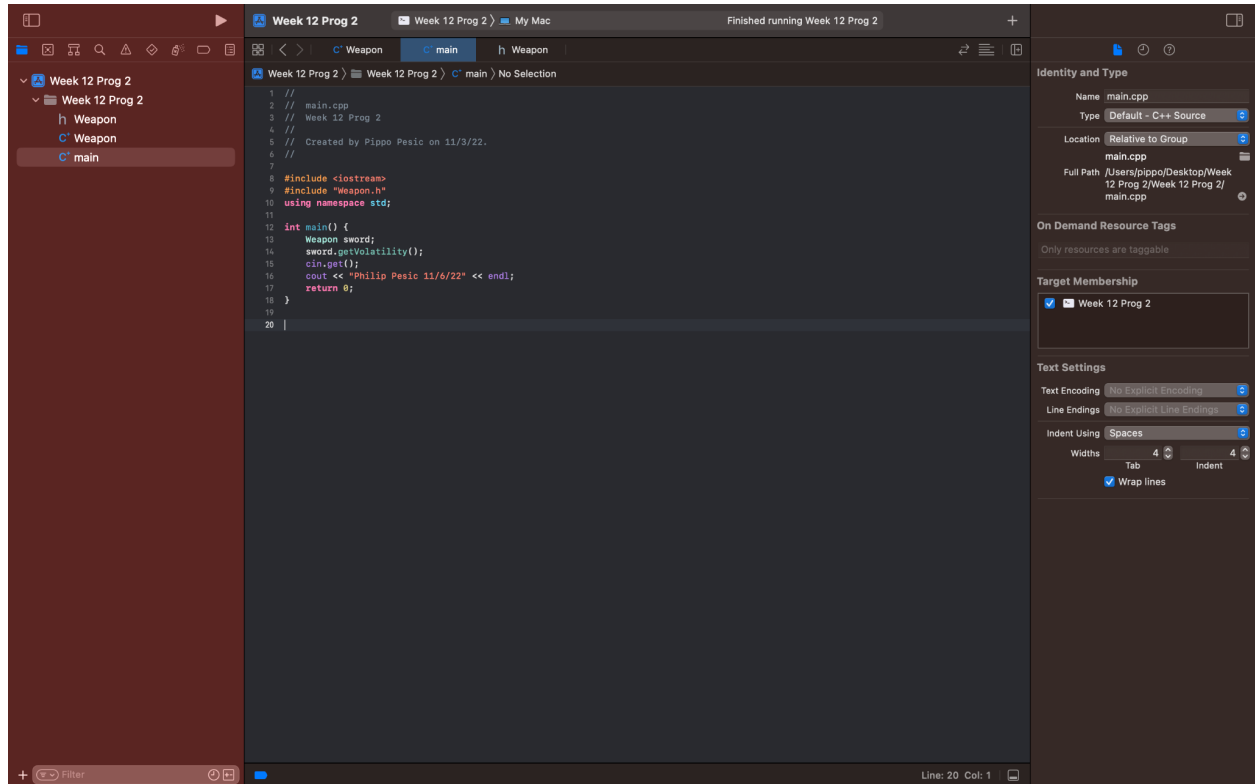November 6 2022

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I learned: how to call functions from inherited classes