

Philip Pesic

Week 8

October 9 2022

Week 8 Prog 2

Look in the lecture on Pointers

Write the code and Run the code found in section "Pointers and Classes" for 'myClass'.

Explain how the pointers work.. by writing COMMENTS in the program

```
//
```

```
// main.cpp
```

```
// Week 8 Prog 2
```

```
//
```

```
// Created by Pippo Pesic on 10/5/22.
```

```
//
```

```
#include <iostream>
```

```
using namespace std;
```

```
// Step 1 - Define a class
```

```
class myClass {
```

```
private:
```

```
    int x;
```

```
public:
```

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```
myClass() {x = 0;}
```

```
myClass(int inX) {x = inX;}
```

```
int getX() {return x;}
```

```
void setX(int inX) {x = inX;}
```

```
};
```

```
int main()
```

```
{
```

```
// Step 2 – Regular Declared instance of a class
```

```
myClass C1;
```

```
//Step 3 – Use the class – call with Dot Notation the public functions
```

```
C1.setX(42);
```

```
cout << C1.getX( ) << endl;
```

```
myClass * ptrMyClass2; //Defines Pointer Object
```

```
ptrMyClass2 = NULL; //Assigns NULL
```

```
myClass C2(123); //Defines C2 Object
```

```
ptrMyClass2 = &C2; //Assigns address of C2 to Object
```

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```
cout << "Used Arrow - Value of X is: " << ptrMyClass2 -> getX() << endl; //Returns  
address of C2 to getX
```

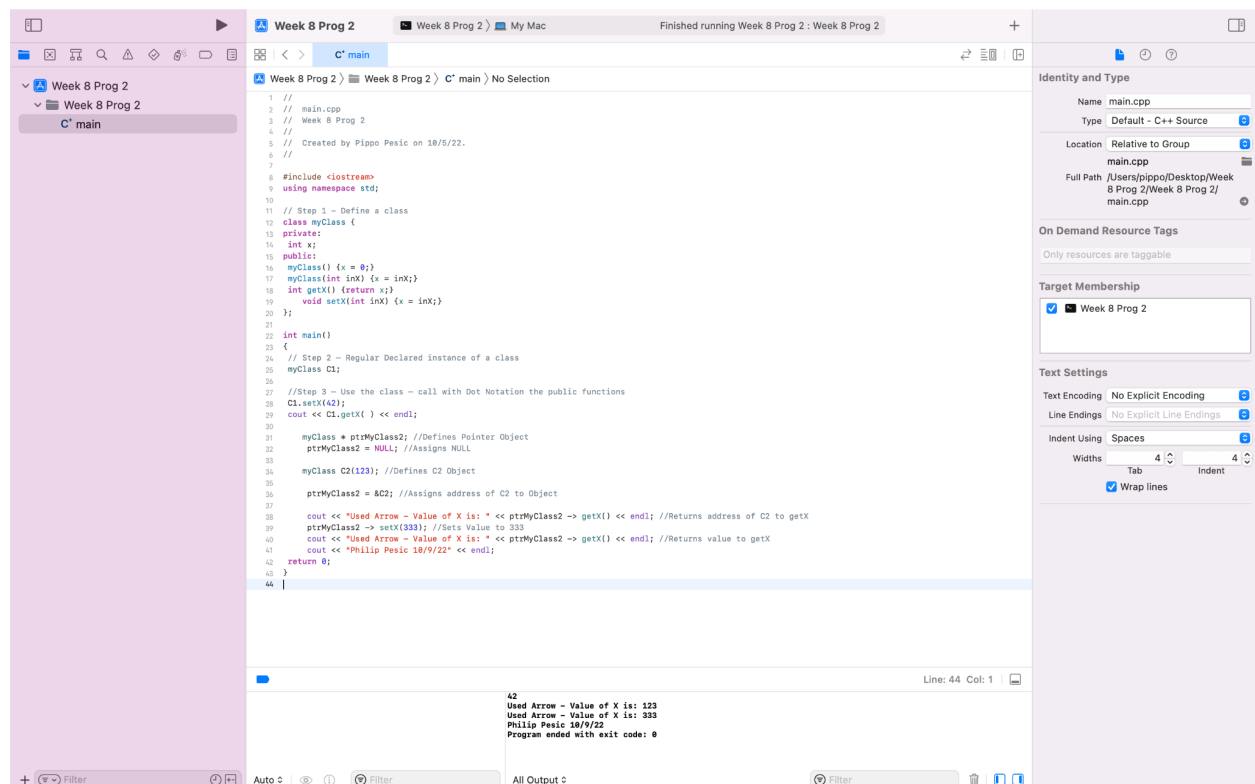
```
ptrMyClass2 -> setX(333); //Sets Value to 333
```

```
cout << "Used Arrow - Value of X is: " << ptrMyClass2 -> getX() << endl; //Returns  
value to getX
```

```
cout << "Philip Pesic 10/9/22" << endl;
```

```
return 0;
```

```
}
```



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I learned: how to write pointers for classes