|  |
| --- |
| #include<iostream> |
|  | using namespace std; |
|  |  |
|  | class ZooAnimal { |
|  | private: |
|  | char\* name; |
|  | int cage\_number; |
|  | int weight\_date; |
|  | int weight; |
|  | public: |
|  | void Destroy(); |
|  | void Create(char\* n, int cn, int wd, int w); |
|  |  |
|  | char\* reptName(); |
|  | int daysSinceLastWeighed(int today); |
|  | }; |
|  |  |
|  | void ZooAnimal::Destroy() { |
|  | delete [] name; |
|  | } |
|  |  |
|  | void ZooAnimal::Create(char\* n, int cn, int wd, int w) { |
|  | name = n; |
|  | cage\_number = cn; |
|  | weight\_date = wd; |
|  | weight = w; |
|  | } |
|  |  |
|  | char\* ZooAnimal::reptName() { |
|  | return name; |
|  | } |
|  |  |
|  | int ZooAnimal::daysSinceLastWeighed(int today) { |
|  | int startday, thisday; |
|  | thisday = today/100\*30 + today - today/100\*100; |
|  | startday = weight\_date/100\*30 + weight\_date - weight\_date/100\*100; |
|  |  |
|  | if (thisday < startday) { |
|  | thisday += 360; |
|  | } |
|  |  |
|  | return (thisday - startday); |
|  | } |
|  |  |
|  | int main() { |
|  | ZooAnimal bozo; |
|  | char name[50] = "Bozo"; |
|  |  |
|  | bozo.Create (name, 408, 1027, 400); |
|  |  |
|  | cout << "This animal's name is " << bozo.reptName() << endl; |
|  |  |
|  | bozo.Destroy(); |
|  | return 0; |
|  | } |