

Access_Modifiers

May 7, 2020

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In [ ]: #include <cassert>
        #include <iostream>

        // TODO: Define public accessors and mutators for the private member variables
        struct Date {
        public:
            int Day() { return day; }
            void Day(int day) { this->day = day; }
            int Month() { return month; }
            void Month(int month) { this->month = month; }
            int Year() { return year; }
            void Year(int year) { this->year = year; }
        private:
            int day{1};
            int month{1};
            int year{0};
        };

        int main() {
            Date date;
            date.Day(29);
            date.Month(8);
            date.Year(1981);
            assert(date.Day() == 29);
            assert(date.Month() == 8);
            assert(date.Year() == 1981);
            std::cout << date.Day() << "/" << date.Month() << "/" << date.Year() << "\n";
        }
```

Compile & Run

Explain

Loading terminal (id_ahd6giv), please wait...