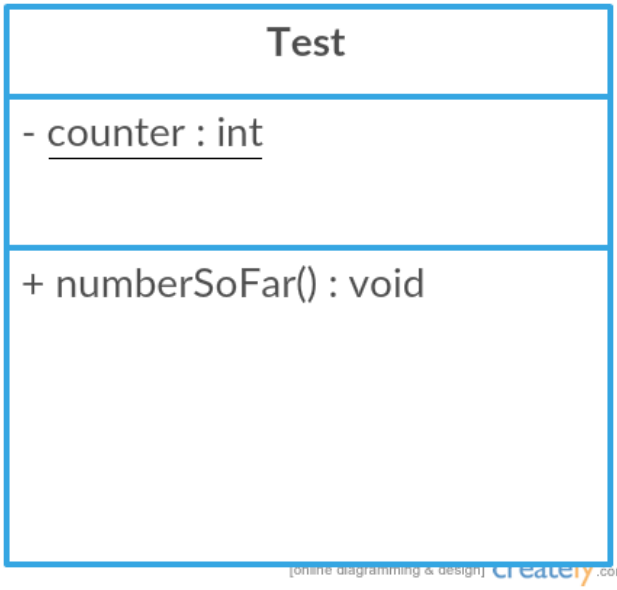
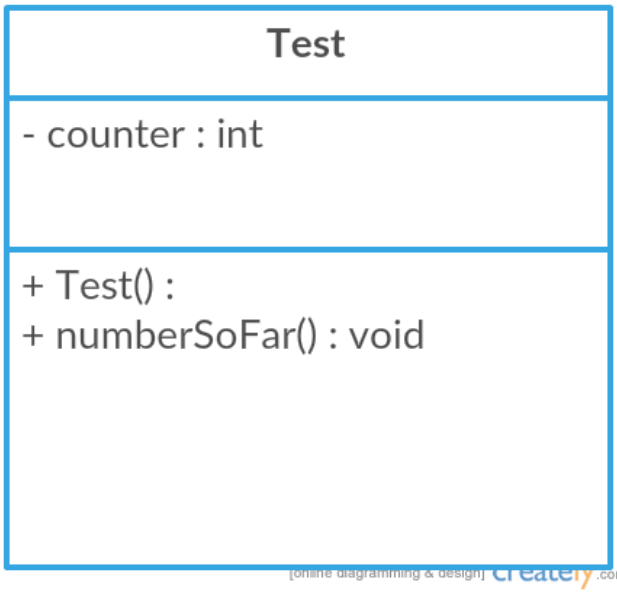
Lab 6: Classes and objects manipulation

The below UML are made using https://creately.com/.

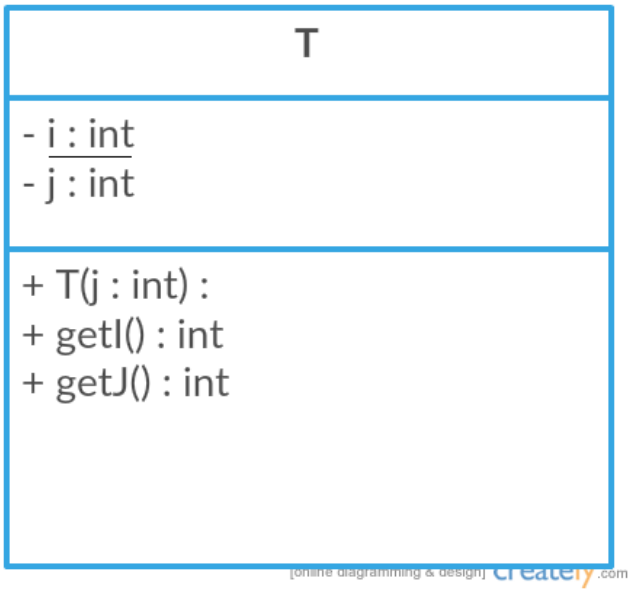
1. **Program 6.1**



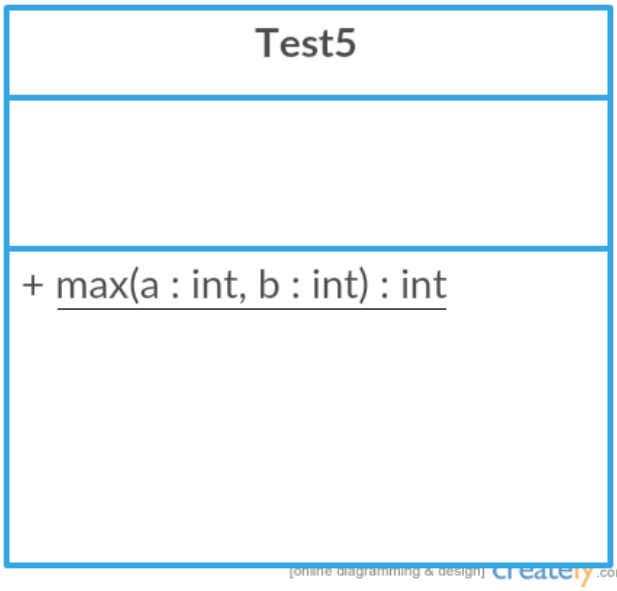
Program 6.2



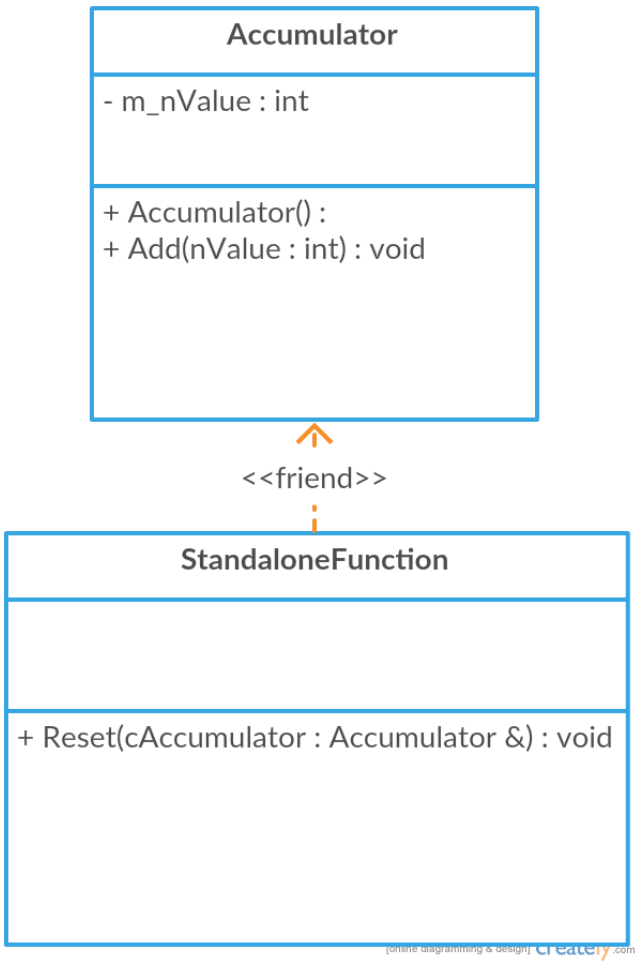
2. **Program 6.3**



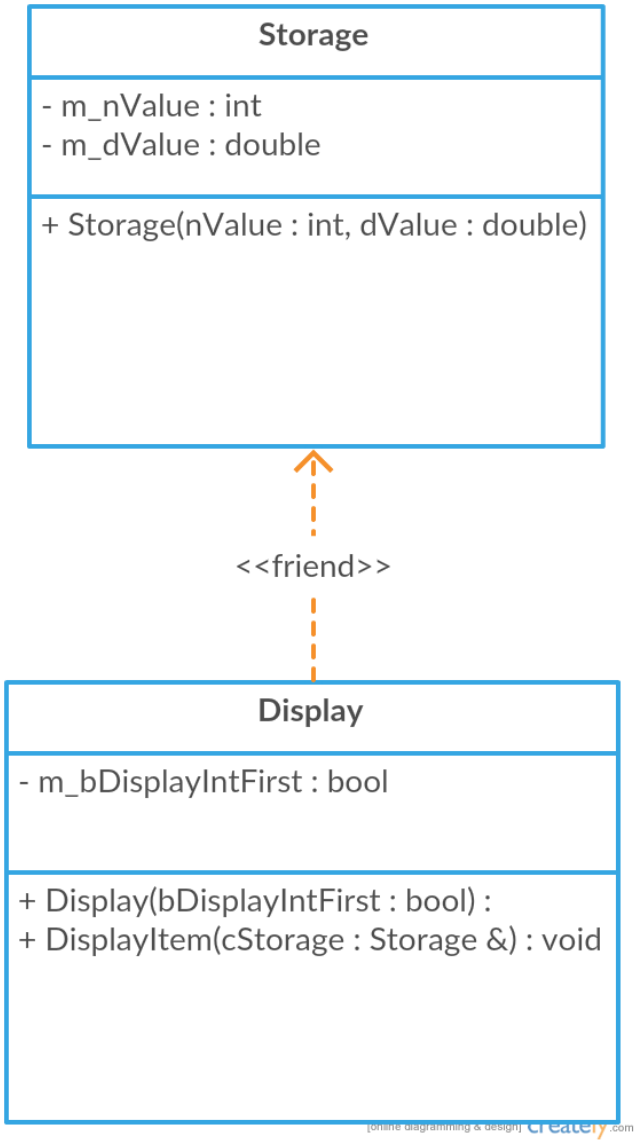
Program 6.4



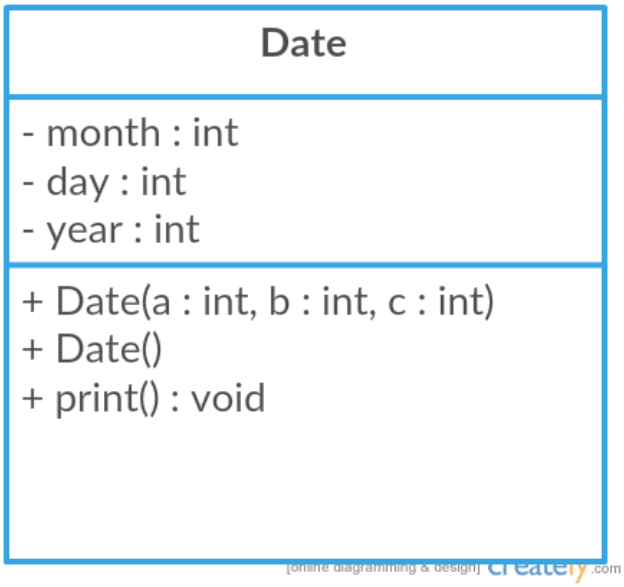
3. **Program 6.5**


Accumulator
- m_nValue : int
+ Accumulator() :
+ Add(nValue : int) : void
<<friend>>
StandaloneFunction
+ Reset(cAccumulator : Accumulator &) : void

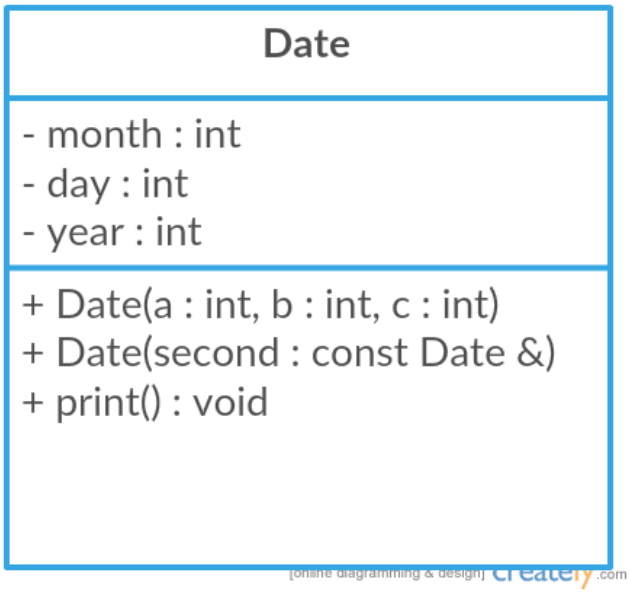
4. **Program 6.6**


Storage
- m_nValue : int
- m_dValue : double
+ Storage(nValue : int, dValue : double)
<<friend>>
Display
- m_bDisplayIntFirst : bool
+ Display(bDisplayIntFirst : bool) :
+ DisplayItem(cStorage : Storage &) : void

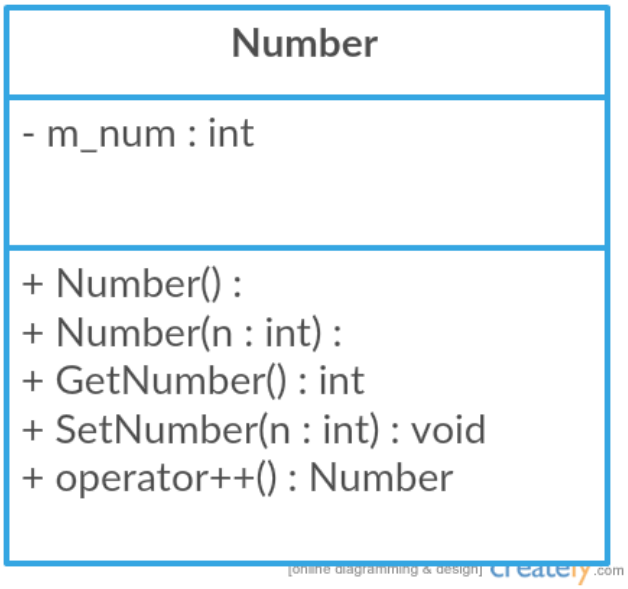
5. **Program 6.7**



Program 6.8

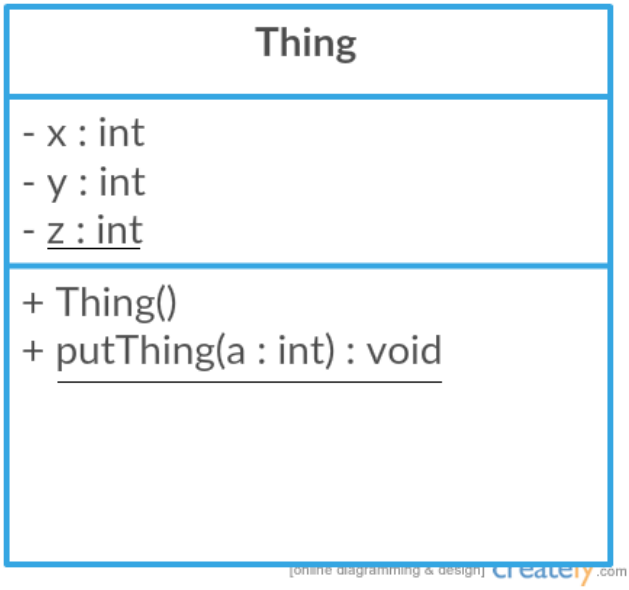


6. The corrected code is at Lab 6: Answers & Codes in front.

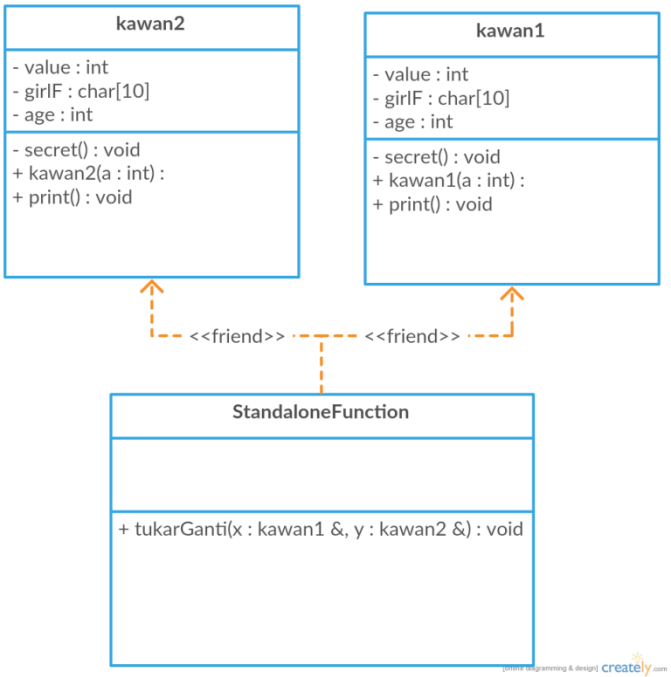


EXERCISE 2: STRUCTURED PROBLEMS

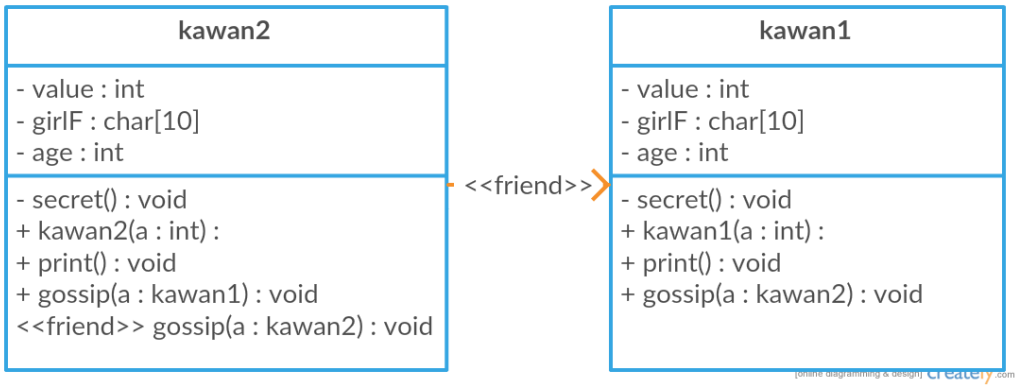
1. **Program 6.9**



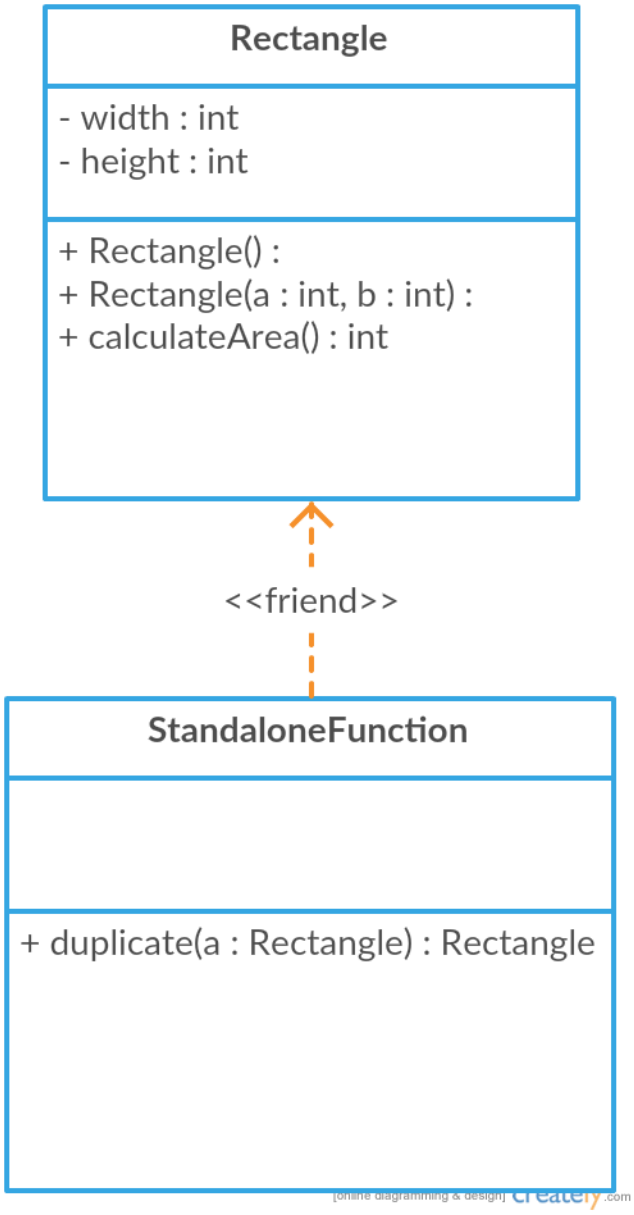
2. **Program 6.10**



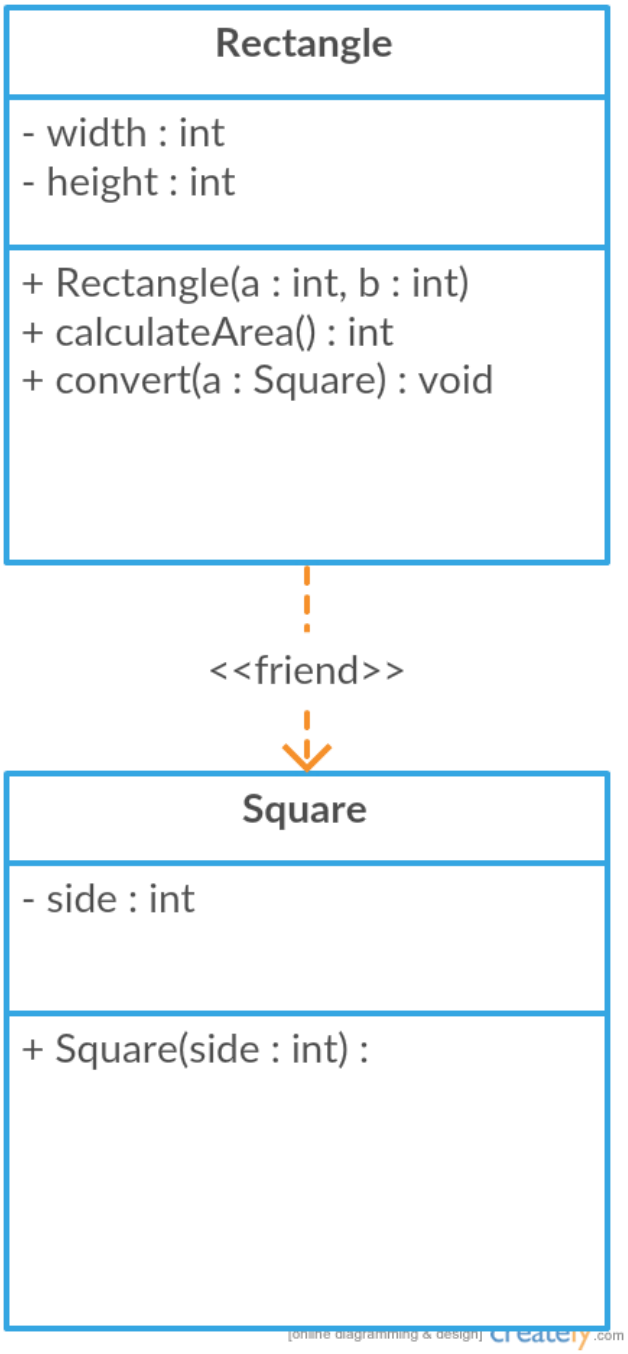
Program 6.11



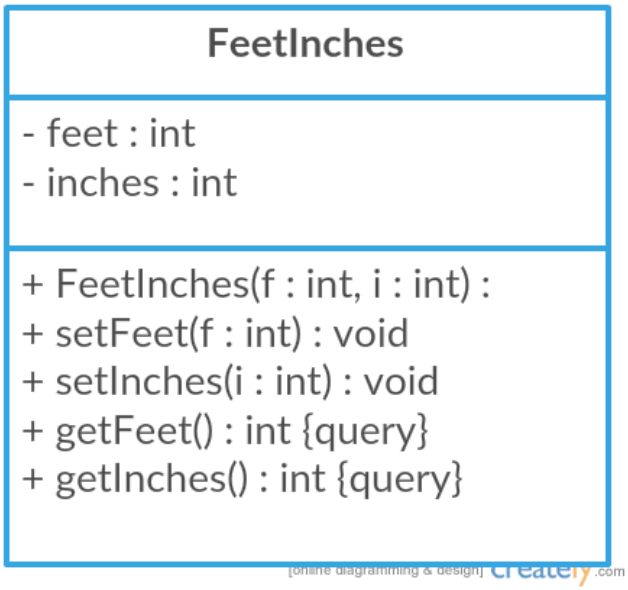
3. The code is in front.



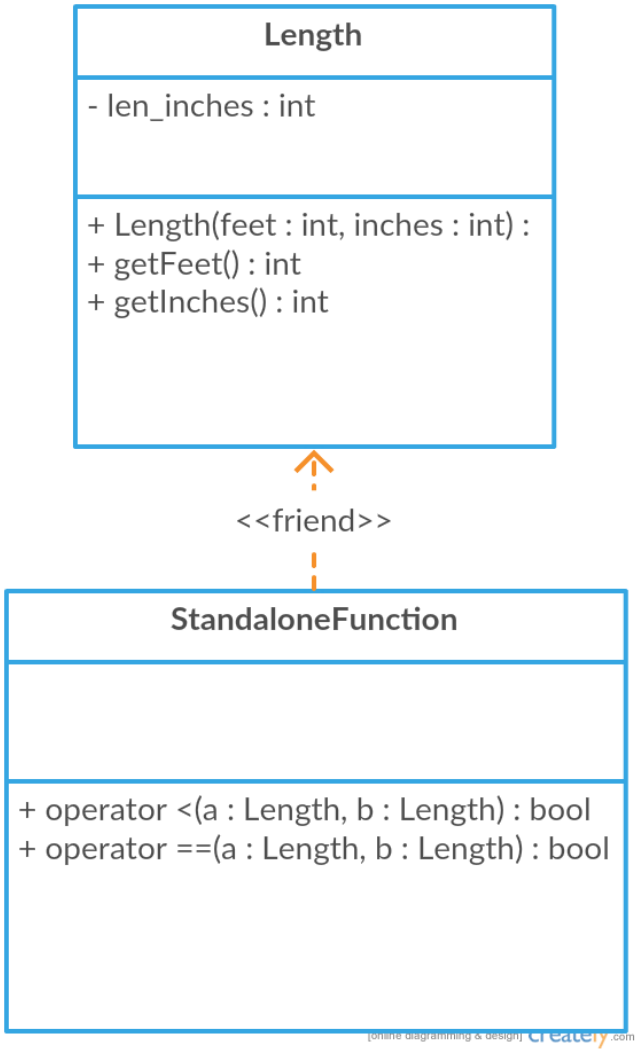
4. The code is in front.

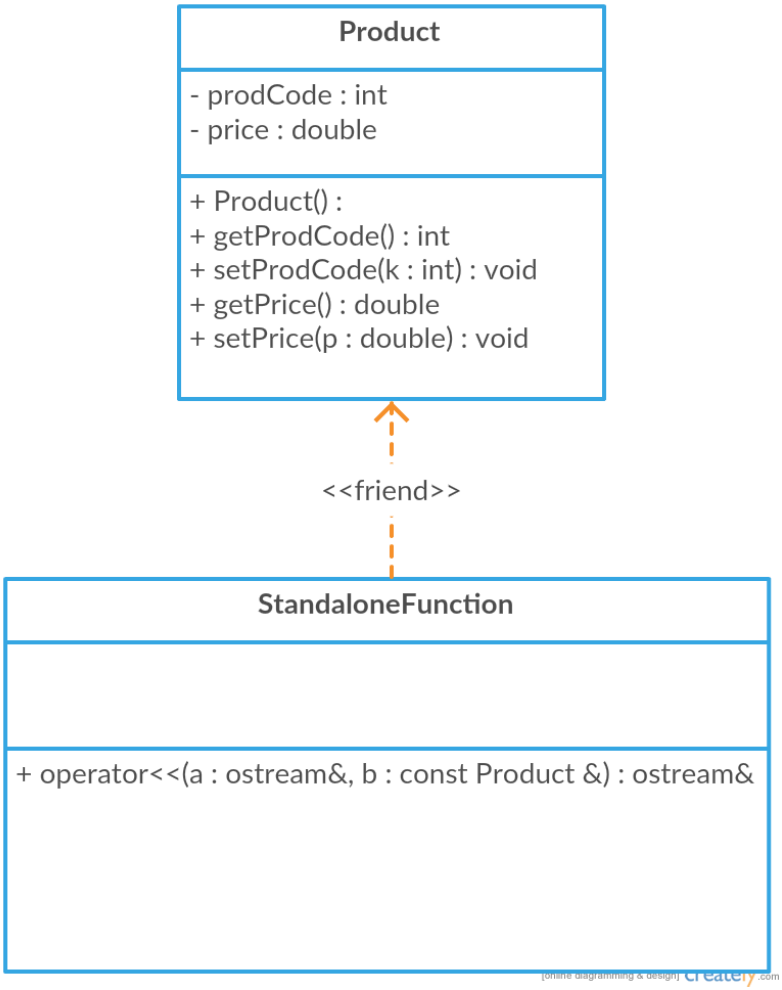


5. The code is in front.



1. **Program 6.14**



EXERCISE 3: PROBLEM SOLVING

1. **Program 6.15**