Chapter 13: Introduction to Class

Checkpoint

1. False
2. B
3. A
4. C
5. class Date {

private:

int month, day, year;

public:

void setMonth(int m)

{ month = m; }

void setDay(int d)

{ day = d; }

void setYear(int y)

{ year = y; }

int getMonth() const

{ return month; }

int getDay() const

{ return day; }

int getYear() const

{ return year; }

1. to prevent code outside the class accessing the members
2. through member function
3. class specification file > the header file where the class is written (.h)

class implementation file > the file where the class function implemented(.cpp)

1. so the header only included things we want to include
2. BasePay class > basepay.h

BasePay member function > basepay.cpp

Overtime class > overtime.h

Overtime member function > overtime.cpp

1. If the contents of member function written in the class declaration
2. Constructor > to call the class
3. Destructor > called before a class object is destroyed
4. A
5. B
6. B
7. A
8. True
9. True
10. False
11. 10

20

50

1. 4

7

2

2

7

4

1. 4 > constructor #2

7 > constructor #1

2 > constructor #2

2 > destructor

7 > destructor

4 > destructor

1. To prevent a member function from being called at the wrong time
2. const int SIZE = 3;

InventoryItem items[SIZE];