

Lesson 2:  
Intro to OOP

SEARCH

RESOURCES

CONCEPTS

1. Classes and OOP

2. Bjarne On Classes In C++

3. Jupyter Notebooks

4. Structures

5. Member Initialization

6. Access Specifiers

7. Classes

8. Encapsulation and Abstraction

9. Bjarne on Encapsulation

10. Constructors

11. Scope Resolution

12.\_INITIALIZER Lists

13. Initializing Constant Members

14. Encapsulation

15. Accessor Functions

16. Mutator Functions

17. Quiz: Classes In C++

18. Exercise: Pyramid Class

19. Exercise: Student Class

20. Encapsulation in C++

21. Bjarne On Abstraction

22. Abstraction

23. Exercise: Sphere Class

24. Exercise: Private Method

25. Exercise: Static Members

26. Exercise: Static Methods

27. Bjarne On Solving Problems

Exercise: Pyramid Class

SEND FEEDBACK

https://youtu.be/g3CM02Bnamk

Exercise: Pyramid Class

1. Create a class: `Pyramid`.

2. Create 3 attributes: `length`, `width`, and `height`.

3. Create a constructor to initialize all the attributes.

4. Create accessor and mutator functions for all attributes.

5. Think about the appropriate invariants and enforce them by throwing exceptions.

6. Create a member function to calculate the volume of the pyramid.

7. Optional: create a member function to calculate the surface area of the pyramid.

Volume

The volume of a pyramid is `length * width * height / 3`.

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Menu

Expand

NEXT