

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: Sphere Class

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Exercise: Sphere Class

In this exercise you will practice abstraction by creating a class which represents a sphere.

Declare:

1. A constructor function that takes the radius as an argument

2. A member function that returns the **volume**

Directions

1. Define a class called `Sphere`.

2. Add one private member variable: `radius`.

3. Define a constructor to initialize the radius.

4. Define an accessor method that returns the radius.

5. Define a member function to return the volume of the sphere.

6. Write a `main()` function to initialize an object of type `Sphere`.

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