

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: Static Methods

SEND FEEDBACK

In 1 | 1: 1

#include <assert>
#include <cmath>
#include <stdexcept>

class Sphere {
public:
 static float Volume(int radius) {
 return pi_ * 4/3 * pow(radius,3);
 }

private:
 static float constexpr pi_{3.14159};
};

// Test
int main(void) {
 assert(fabs(Sphere::Volume(5) - 523.6) < 1);
}

Compile & Run | Explain

Loading terminal (id_v3vkz0t), please wait...

Loading [MathJax]/extensions/Safe.js

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