

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

Mutator Functions

SEND FEEDBACK

In 1 |>#include <string>#include <string>#include <iostream>class Car { // TODO: Declare private attributesprivate: std::string _brand; // TODO: Declare getter and setter for brandpublic: void brand(char*); std::string brand() const;}; // Define settersvoid Car::brand(char* brand) { Car::_brand = brand; } // Define gettersstd::string Car::brand() const { return _brand; } // Test in main()int main() { Car car; char _brand[] = "Peugeot"; car.brand(_brand); std::cout << car.brand() << "\n"; }

Compile & Run

Explain

Loading terminal (id_#f2ltp), please wait...

Show Solution

Loading [MathJax]/extensions/Safe.js

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