

Unit 4: Introduction to Classes

Outline:

- Class definition/declaration
- Member accessibility
- const member functions
- Class member function definitions
 - ✦ Accessors and mutators
- Defining instances (objects)
- Procedural Programming vs. Object-Oriented Programming
- Separating specification from implementation
 - ✦ see also: Multi-file development in Linux lecture
- Inline member functions
- Constructors and destructors
- Arrays of objects

References:

- Gaddis: Chapter 13 (13.1-13.12)

Practice Problems:

- Gaddis, Chapter 13, Programming challenges:
 - 2 Employee Class
 - 3 Car Class
 - 8 Circle Class
 - 10 Number Array Class
 - 11 Payroll