

CSI 32 LECTURE NOTES (Ojakian)

Topic 13: Classes - private, public, and declarations

OUTLINE

PRIMER: 12.1, 12.2, 12.4

TRANSITION GUIDE: 7.1, 7.2

1. Private and Public part
 2. Declarations and Definitons
 3. Overloading methods
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1. RECALL - Classes with everything public

- (a) This is the Python way.
- (b) Can do this in C++ (non-standard!)

PROBLEM 1. *Recall RPGchar example*

2. C++ private part

PROBLEM 2. *Modify RPGchar example to make data private (standard way)*

3. Const

- (a) Qualifier on a method: const member function
 - i. Guarantees that the method does not change internal data
 - ii. const objects can only call const methods

4. Declaring Classes and Methods

PROBLEM 3. *Modify RPGchar example further to make the declaration and definition separate.*

PROBLEM 4. *Develop a class for a die by first developing the interface (i.e. declaration) and then the definition.*

5. “this” and arrow

- (a) Similar to Python: the object calling the method is passed as first argument to member function.
- (b) When class member function called, pointer to calling object called