CSE 232 SS13 Lab 8 Agenda

Classes:

1. Declaration vs definition → .h and .cpp (just like functions)
2. Interface file
	1. #include guards
	2. semicolon
	3. parameter names optional
3. Member variables
	1. public/private
	2. naming schemes
	3. “this”
	4. dot operator ( . )
4. Constructors
	1. default constructor (no parameters)
	2. value constructor (parameters determine initial state)
		1. Parameter naming: parameter names need to be different from member variables
	3. copy constructor
5. Destructor
	1. delete any dynamically allocated memory
	2. For bugtesting: reset variables to a 0 value or NULL
6. Source file:
	1. Scope operator: CLASS::FUNCTION( )
7. Functions
	1. member functions
		1. accessor and mutator functions (getters/setters)
		2. copy assignment
	2. associates
	3. friends
		1. syntax
		2. use: when you need the class to be a RHS operand only
8. Compiler supplied:
	1. default constructor,
	2. default destructor
	3. copy constructor
	4. operator=
9. const
	1. variables
	2. reference parameters: const TYPE & NAME
	3. member functions
10. Inline functions
11. Runtime calculations vs stored values