

How to Use a Class RIGHT

Given flyingMonkey.h and flyingMonkey.cpp, how do we use an instance of flyingMonkey?

```
// main.cpp

// This will give this file the ability
// to instantiate flyingMonkeys.
// Remember HW0? Think of the
// .h file as a giant prototype.
#include "flyingMonkey.h"

int main ( ) {

    // make a flyingMonkey. . .this calls the constructor
    flyingMonkey monkey1;

    // test to see if its actually flying. . .this is a use of a member function
    bool test = monkey1.isFlying( );

    if (test) . . . .
    . . . .
}
```

Yup, its THAT easy.

NOTE that we DO NOT use the following to see if the monkey is actually flying:

```
int main ( ) {

    flyingMonkey monkey1;
    // directly access class data
    bool test = monkey1.monkeyFly;
    . . .

}
```