

Section 3 Itinerary

- Hand out HW0
 - o Talk about grading, issues
 - o Style/Commenting
 - o READ THE INSTRUCTIONS CAREFULLY TWICE
 - Once before, and once after!
- Talk about HW1
 - o Q and A
- Announcements:
 - o HW2: will be a two-week homework due to fourth of July being next Wednesday
 - o Might be a quiz later this week. . . <cough, cough>
- Now on to. . . CLASSES!
 - o Now we are learning to put together special-purpose constructions called *classes*.
 - Re-show objects overhead
 - Good-bye structs!
 - o Classes will force you to organize code in a new way: object oriented programming.
- The anatomy of a class:
 - o Two files, a *specification file* and an *implementation file*.
 - Its considered good style to name them the same as your class!
 - Anatomy overhead
 - o What goes in the spec:
 - Declaration
 - Constructor
 - Destructor
 - Methods
 - Data Members
 - o What goes in the implementation. . .
 - Overhead of both
 - o How to use a class in your program.
 - o Public vs. Private
 - Overhead of both.
- Activity—design a class!
 - o On Thursday if we run out of time. . .