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| **EX11-06.cpp:** *From struct to class* |
| **Line#** | **Code** |
| 12345678910111213141516171819202122232425262728293031323334353637383940414243 | #include <iostream>using namespace std;class Student {public: const char\* Name; unsigned char Age; float CGPA; Student(const char\* Name, unsigned char age, float cgpa) :Name(Name) { if ((age == 0) || (age > 128)) throw "Is this human?!"; Age = age; if ((cgpa < 0) || (cgpa > 4)) throw "Invalid CGPA!"; CGPA = cgpa; cout << "Calling constructor(name,age,cgpa) for " << Name << endl; } Student() :Name("<No Name>"), Age(18), CGPA(4.0) { cout << "Calling constructor() for " << Name << endl; } ~Student() { cout << "Calling destructor for " << Name << endl; }};void F(const char\* name) { static Student s(name, 18, 3.15F); Student s2;}Student ali("Ali", 32, 2.75F);static Student abu("Abu", 22, 3.75F);int main() { cout << "First call..." << endl; F("Alibaba"); cout << "Second call..." << endl; F("Abumama"); Student\* ps = new Student("Afendi", 24, 3.22F); cout << "After Afendi is created..." << endl; delete ps; cout << "main() is ending..." << endl; return 0;} |