CSCI 1060U - Laboratory #9
Classes in C++
Lab Due: <u>Sunday, Nov. 29, 2020 at 11:59pm (Canvas)</u>

Introduction

The main purpose of this lab is to practice object-oriented programming in C++ by using a class to solve a problem of your choice!

Activity #1

In C++ write a program that has a class containing the following:

- private and public members
- at least one accessor (get) and one mutator (set) function
- a constructor
- a destructor
- a toString function that returns a string containing the contents of the class
- one overloaded operator function (e.g., ==)

You should also use the main function of your program to demonstrate the use of your class. Finally, it is up to you what the class does so be creative. ☺

You should submit your *source file* (.cpp) for Activity #1 through the lab drop box in Canvas.