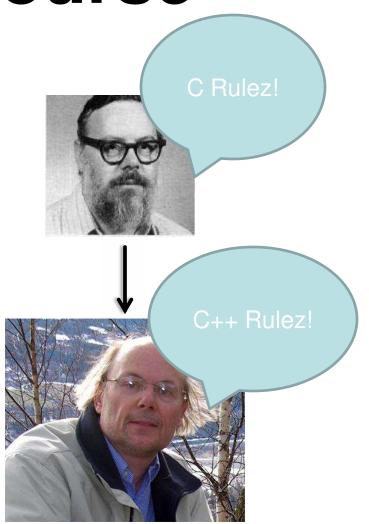
C++ Mini-Course

- •Part 1: Mechanics
- •Part 2: Basics
- •Part 3: References
- •Part 4: Const
- •Part 5: Inheritance
- •Part 6: Libraries
- •Part 7: Conclusion



C++ Mini-Course

Part 1: Mechanics

C++ is a superset of C

- New Features include
 - Classes (Object Oriented)
 - Templates (Standard Template Library)
 - Operator Overloading
 - Slightly cleaner memory operations

Some C++ code

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}

Segment.h

```
#ifndef __SEGMENT_HEADER____
#define SEGMENT HEADER
```

```
class Point;
class Segment
{
  public:
     Segment();
     virtual ~Segment();
   private:
     Point *m_p0, *m_p1;
```

};

```
#endif // SEGMENT HEADER
```

Segment.cpp

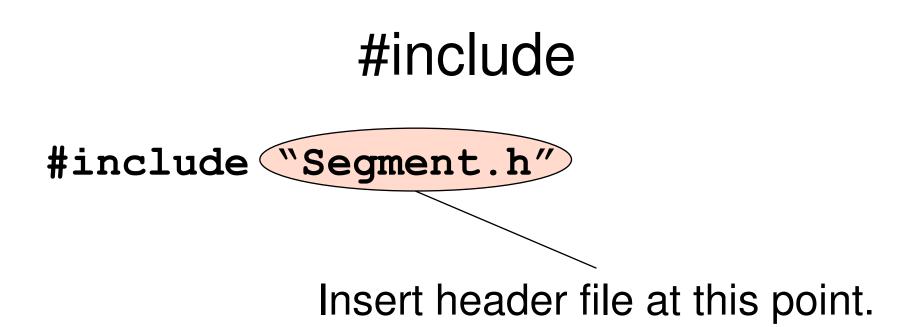
```
#include "Segment.h"
#include "Point.h"
```

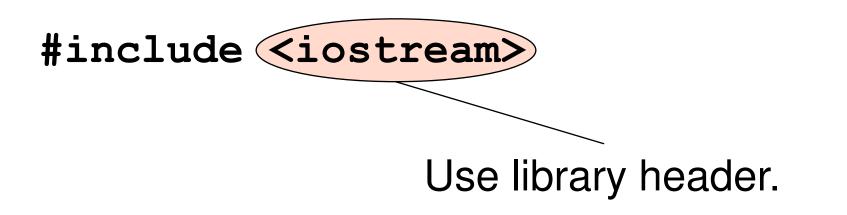
```
Segment::Segment()
```

```
m_p0 = new Point(0, 0);
m_p1 = new Point(1, 1);
```

```
Segment::~Segment()
```

```
delete m_p0;
delete m_p1;
```





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