

Chapter 4 C++ Classes

Quiz 4.1 (p. 145): 1, 2

Quiz 4.2 (p. 150): 1, 2, 4, 5

Quiz 4.5 (p. 187): 3, 7, 8, 10

Define the private portion of a class to model:

- 1) A class *Checker* for the position of a checker on a board (besides the position of the checker we must also keep track of its color, whether it is a regular or a king, can you think of others?)
- 2) A class *Card* for cards in a deck of playing cards.

Add some appropriate operations to the *Card* class and give implementations of the member functions. Include constructors, methods to set the rank and suit of the card, and overload the == operator to compare if two *Card* objects are equal.

Section 2.4 Pointers

Quiz 2.4 (p. 73): 1, 2, 3, 4, 5-13

Exercises 2.4 (p. 74) : 2-8

Section 3.4 Dynamic Memory Allocation

Quiz 3.4 (p. 122) : 1, 2, 3, 5, 6, 7

Exercises 3.4 (p. 123) : 1, 2, 3, 4