

QUIZ 2

1. Describe the concept separating interface from implementation.

- Easier to modify programs
- Hints about other implementation; private members
- Header files
 - Class definitions and function prototypes
 - Included in each file using class; **#include**
 - File extension **.h**
- Source-code files
 - Member function definitions
 - Same base name; Convention
 - Compiled and linked

2. What are the utility functions? Compare with access functions.

Not all member functions need be made **public** to serve as part of the interface of the class.

- Access functions in **public**
 - Read/display data
 - Predicate functions
 - Check conditions
 - Utility functions (helper functions)
- Utility functions in **private**
 - Support operation of **public** member functions
 - Not intended for direct client use

3. Write a code fragment to show Utility function demonstration. (see Fig 1)

4. Describe the Software Reusability as a OOP concept.

- Class libraries
 - Well-defined
 - Carefully tested

```
1 // Fig. 6.9: salesp.h
2 // SalesPerson class definition.
3 // Member functions defined in salesp.cpp.
4 #ifndef SALESP_H
5 #define SALESP_H
6
7 class SalesPerson {
8
9 public:
10     SalesPerson(); // construct
11     void getSalesFromUser(); // input sales from keyboard
12     void setSales( int, double ); // set sales
13     void printAnnualSales(); // summarize
14
15 private:
16     double totalAnnualSales(); // utility function
17     double sales[ 12 ]; // 12 monthly sales figures
18
19 }; // end class SalesPerson
20
21 #endif
```



Set access function performs validity checks.

private utility function.

Figure 1: **SalesPerson** class definition

- Well-documented
- Portable
- Widely available
- Speeds development of powerful, high-quality software
 - Rapid applications development (RAD)
- Resulting problems
 - Cataloging schemes
 - Licensing schemes
 - Protection mechanisms