OBJECTIVES

- What classes, objects, member functions and data members are. (Ch3)
- How to engineer a class to separate its interface from its implementation and encourage reuse. (Ch3)
- To use the break and continue program control statements to alter the flow of control. (Ch5)
- To use common math functions available in the C++ Standard Library. (Ch6)
- How the function call/return mechanism is supported by the function call stack and activation records. (Ch6)
- To use random number generation to implement game-playing applications. (Ch6)
- To write and use recursive functions, i.e., functions that call themselves. (Ch6)
OBJECTIVES (Cont.)

- To use arrays to store, sort and search lists and tables of values.
- To declare arrays, initialize arrays and refer to the individual elements of arrays.
- To use C++ Standard Library class template vector.
Programs Will Consist Of

- Function `main` and
- One or more classes
  - Each containing data members and member functions
Examples used to build a GradeBook class

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- and go to page 9
Standard library function std::pow

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Break and Continue

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Passing Arrays to Functions

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