Lab 4
Preview

8 February 2017

This week the lab will focus on experimenting with C++ pointers and understanding how they work. Before you come to lab, you should copy and wriet the code described below, and answer the questions analysing that code (in your notebook is fine).

Cards to play with

I often use the example of a playing card struct or class, capable of representing the rank and suit of a card. I've put a *very* simple version of that class in `/home/shared/162-1/lab4/` to save you some typing. Copy those files into your directory for this lab.

Look at the files, but don't modify them. (From vim, if you haven't changed anything and type `:q`, this quits without saving. If you accidentally make changes inside vim, and still want to exit without saving, you can type `:q!` to indicate that you really mean to quit without saving.)

Constructing

Open another file that you will call `cardmain.cpp`, and set it up to have a `main` function in the usual way (with `#include` lines and so on). Type this in as the body of `main`:

```
Card* a = new Card (7, 'S');

cout << a->getRank() << endl;
cout << a->getSuit() << endl;
```

Compile the program (remember that you'll need to compile it together with `Card.cpp`) and run it. You should see

```
7
S
```

If not, check carefully that you typed what I wrote above, and do your best to remove the error.

Now, look back at those lines above. Identify the three places that this code uses a syntactic feature we've not really seen before Wednesday's class and reading, and in your notebook, write down what each of them means or does. (You'll probably want to refer back to your book or notes for this.)