프로그래밍 언어 (2)
실습

7주차

참고 문헌 : IT강좌 프론티어 (www.freelec.com)

계좌 관리 클래스(1)

- 예제1)

```
#include <iostream>
using namespace std;

struct Account {
    char accountID[50];
    char password[50];
    char name[50];
    int balance;
};

void Deposit(Account &account, int money){
    account.balance += money;
}
void Withdraw(Account &account, int money){
    account.balance -= money;
}
```

```
int main()
{
    Account account = {"jyjy", "3012", "park", 10000};

    cout<<"---------계좌 정보---------"<<endl;
    cout<<"ID : "<<account.accountID<<endl;
    cout<<"이름 : "<<account.name<<endl;

    Deposit(account, 1000);
    cout<<"잔액 : "<<account.balance<<endl;

    Withdraw(account, 6000);
    cout<<"잔액 : "<<account.balance<<endl;


    return 0;
}
```

계좌 관리 클래스(2)

- 예제2)

```
#include <iostream>
using namespace std;

struct Account {
    char accountID[50];
    char password[50];
    char name[50];
    int balance;

    void Deposit(int money){
        balance += money;
    }
    void Withdraw(int money){
        balance -= money;
    }
};
```

```
int main()
{
    Account account = {"jyjy", "3012", "park", 10000};

    cout<<"---------계좌 정보---------"<<endl;
    cout<<"ID : "<<account.accountID<<endl;
    cout<<"이름 : "<<account.name<<endl;

    account.Deposit(1000);
    cout<<"잔액 : "<<account.balance<<endl;

    account.Withdraw(6000);
    cout<<"잔액 : "<<account.balance<<endl;


    return 0;
}
```

클래스 접근 지정자

- 예제3)

```
#include <iostream>
using namespace std;

const int OPEN = 1;
const int CLOSE = 0;

class Door{
private:
    int state;
public:
    void Open(){
        state = OPEN;
    }
    void Close(){
        state = CLOSE;
    }
    void ShowState(){
        cout<<"현재 문은 ";
        cout<<((state==OPEN)? "OPEN" : "CLOSE")<<endl;
    }
};
```

```
int main()
{
    Door door;

    door.Close();
    door.ShowState();

    door.Open();
    door.ShowState();

    return 0;
}
```

클래스 응용

- 예제4)

```
#include <iostream>
using namespace std;

class Point
{
    int x1, y1;
public:
    Point(){
        cout<<"Point() 함수 호출"<<endl;
        x1=y1=0;
    }
    int GetX() { return x1; }
    int GetY() { return y1; }

    void SetX(int x2) { x1 = x2; }
    void SetY(int y2) { y1 = y2; }
};
```

```
int main()
{
    Point point[5];

    for(int i=0; i<5; i++)
    {
        point[i].SetX(i*2);
        point[i].SetY(i*3);
    }

    for(int i=0; i<5; i++)
    {
        cout<<"x: "<<point[i].GetX()<<endl;
        cout<<"y: "<<point[i].GetY()<<endl;
    }

    return 0;
}
```

Q & A

참고 문헌 : IT강좌 프론티어 (www.freelec.com)