Introduction (1A)

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Function

```
int     math      =90;
int     science   =80;
int     history   =95;

float   mean      =0.;


mean = maen(math, science, history);
```

```
float mean (int x, int y, int z)
{
    int      avg;

    avg = (x + y + z) / 3.0;

    return( avg );

}
```

Structure Type

```
struct name {
        int         math;
        short       science;
        char        history;
} ;
```

```
typedef struct name SType ;
```

```
SType John ;
SType Robert ;
```

```
John.math = 100;
John.sience = 95;
John.history = 80;

Robert.math = 97;
Robert.sience = 88;
Robert.history = 85;
```

John

```
math = 100;
sience = 95;
history = 80;
```

Robert

```
math = 100;
sience = 95;
history = 80;
```

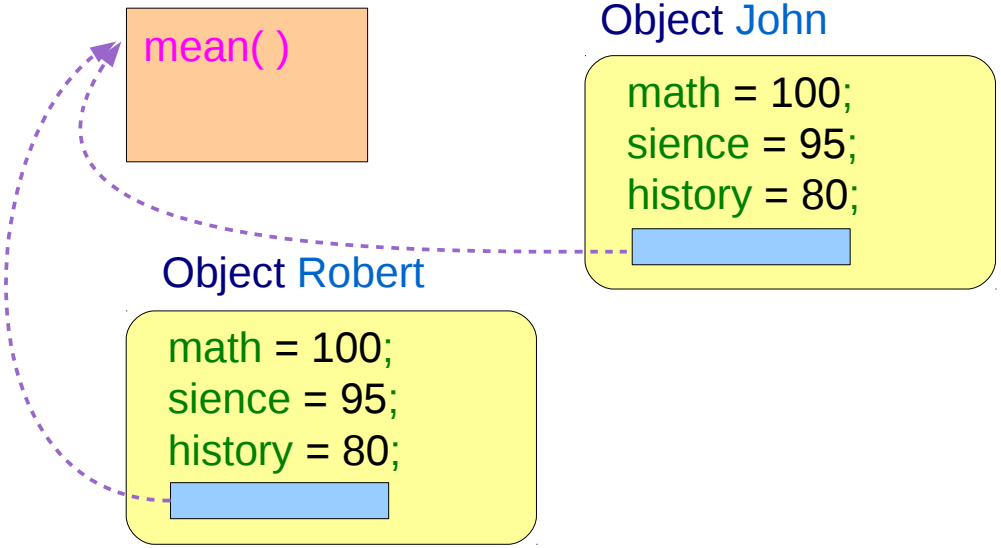
```
mean(John.math, John.science, John.history);
mean(Robert.math, Robert.science, Robert.history);
```

Class Type

```
class CType {
        int         math;
        short       science;
        char        history;
        float       mean( );
} ;
```

```
CType   John ;
CType   Robert ;
```

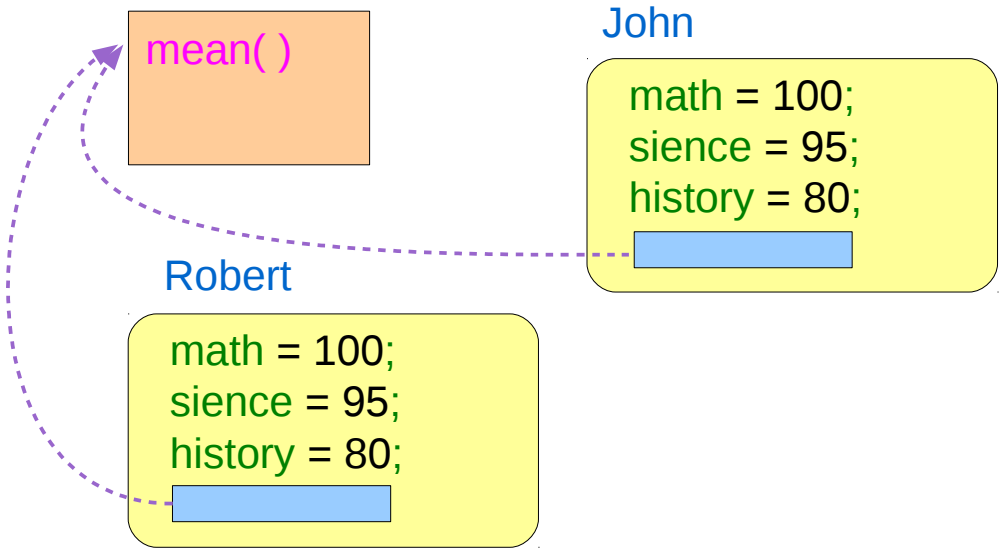
```
John.math = 100;
John.sience = 95;
John.history = 80;

Robert.math = 97;
Robert.sience = 88;
Robert.history = 85;

John.mean( );

Robert.mean( );
```



Member Function

```
class CType {
        int         math;
        short       science;
        char        history;
        float       mean( );
} ;
```

```
CType:: mean()
{
        int         avg;
        avg = (math + science + history) /3.;
        return(avg);
}
```




```
John.math = 100;
John.sience = 95;
John.history = 80;

John.mean( );
```

```
Robert.math = 97;
Robert.sience = 88;
Robert.history = 85;

Robert.mean( );
```

Class Structure

Class Structure

Class Structure

Class Structure

References

[1] W Savitch, “Absolute C++”
[2] P.S. Wang, “Standard C++ with objected-oriented programming”