

CS 2255 LAB04 (Continuation of Lab03) (Read all instructions)

The idea behind Lab04 is to bring Lab03 into the modern world of Object Oriented Programming. We have a simple class, C_Person, which is a start, but it has no methods and all attributes are public which is not always the best choice.

Part one of Lab04 is redesign the C_Person class where it does some of the work (processing) for us. Looking back at Lab03, we notice that we have several constructs that have to reach into the C_Person container and deal with each attribute individually. That requires several lines of code for each construct and it would be better if the class did some of the work for the calling function (a.k.a. main).

Create a method in the C_Person class that will display itself and the last date it was modified (if ask). Another word, given the construct that we used in Lab03:

```
for(int index = 0; index < V_People.size() - 1; index++)
{
    cout << V_People[index].lastName << ", "
         << V_People[index].firstName << endl;
    cout << V_People[index].street << endl;
    cout << V_People[index].city << ", "
         << V_People[index].state << " "
         << V_People[index].zipCode << endl;
}
```

If we remove the “orange” text: remove the for loop and the reference to the vector, we end up with:

```
cout << lastName << ", "
     << firstName << endl;
cout << street << endl;
cout << city << ", "
     << state << " "
     << zipCode << endl;
```

If we create a C_Person class method with this new code construct, we can ask any C_Person to display itself to the console screen. We can then modify the same method to either output itself to the console screen or to an output file, depending on how the calling function ask (i.e., method overloading).

In addition, you will need to add a **date** class (we will cover that in class) and output it where-ever, when ask, in the proper format, when ask.

For Lab04, the main program will continue to “own” the vector and perform the File_IO, but we will treat the C_Person class different.