

Κλάση Person με διαχωρισμό τριών αρχείων (main, Person.cpp, Person.h)

Person.cpp (file -> new -> unit)	Person.h
<pre>//----- #pragma hdrstop #include "Person.h" #include <string.h> //----- #pragma package(smart_init) Person::Person() { am = 0; strcpy(name,""); } Person::Person(int am1, char *name1) { am = am1; strcpy(name,name1); } int Person::get_am() { return am; } char * Person::get_name() { return name; } void Person::set_am(int am1) { am = am1; } void Person::set_name(char *name1) { strcpy(name,name1); } </pre>	<pre>//----- #ifndef PersonH #define PersonH //----- class Person { private : int am; char name[30]; public : Person(); Person(int am1, char *name1); int get_am(); char * get_name(); void set_am(int am1); void set_name(char *name1); }; #endif </pre>

personmain.cpp (file -> new -> other -> Console Wizard)

```
#pragma argsused
#include <stdio.h>
#include <conio.h>
#include <iostream.h>
#include "Person.h"

int main(int argc, char* argv[])
{
    Person p1, p2(345,"Anna");
    p1.set_am(1086);
    p1.set_name("theo");
    cout << "am = " << p1.get_am() << endl;
    cout << "name = " << p1.get_name() << endl;
    cout << "am = " << p2.get_am() << endl;
    cout << "name = " << p2.get_name();

    getch();
}

```

Κλάση Person σε ένα αρχείο (File -> New -> Console Wizard)

```
#include <stdio.h>
#include <conio.h>
#include <iostream.h>

class Person
{
private :
    int am;
    char name[30];
public :
    Person()
    {
        am = 0;
        strcpy(name, "");
    }

    Person(int am1, char *name1)
    {
        am = am1;
        strcpy(name, name1);
    }
    int get_am()
    {
        return am;
    }
    char * get_name()
    {
        return name;
    }
    void set_am(int am1)
    {
        am = am1;
    }
    void set_name(char *name1)
    {
        strcpy(name, name1);
    }
};

int main(int argc, char* argv[])
{
    Person p1, p2(345, "Anna");
    p1.set_am(1086);
    p1.set_name("theo");
    cout << "am = " << p1.get_am() << endl;
    cout << "name = " << p1.get_name() << endl;
    cout << "am = " << p2.get_am() << endl;
    cout << "name = " << p2.get_name();

    getch();
}
```