
COM S 213 – Spring 2003

ASSIGNMENT #2: **Menu Class**

DATE GIVEN: **1/30/03**

DATE DUE: **2/6/03**

PURPOSE:

Classes can be used to encapsulate functionality into a neat package. For assignment #2 we are going to apply this concept to the menu problem solved in assignment #1.

ASSIGNMENT:

Design a “Menu” class which implements the same Menu functionality implemented in Assignment #1. Use the same functions you implemented in assignment #1 as *member functions* of the class you are going to implement.

If you haven’t implemented it already, have a member function which can be used to “kick off” the menu program, and call it `Run()`. Then, your `main()` function need only declare one instance of `Menu` and launch the program by calling `Run()`, like this:

```
#include "StdAfx.h"
#include "Menu.h"
void main()
{
    Menu myMenu;
    MyMenu.Run();
}
```

Note that I’ve included a file called `Menu.h`. This implies that I want you to place the class definition of your `Menu` class in a file called `Menu.h` and implement the member functions in a file called `Menu.cpp`.

This assignment should still be on the “easy” side, but I want you get used to implementing classes in C++ and how to handle header files.