PIC 10A 1C. Week 6a Exercises. TA: Eric Kim. *(Updated: 2/9/2016)*

1. Apples and Oranges

Consider the following class interfaces:

```
class Apple {
private:
  int mya;
public:
  int myb;
  Apple();
  Apple(int a);
  void foo(Apple a);
};
```

```
class Orange {
public:
  int myc;
  Orange(int c);
  void garply(Apple a, Orange
b);
};
```

Consider the following code. Are there any issues?

```
Apple apple1(2);

Orange orange1(3);

Apple apple2(orange1.myc);

Orange orange2(apple2.mya);

garply(apple1,orange1);

orange1.foo(apple1);

orange1.garply(Apple(1), Orange(2));
```

2. const Practice

Identify any possible issues with the code:

```
int a = 1;
const int b = 1;
int& c = a;
int& d = b;
c = 0;
const int& aa = a;
const int& bb = b;
aa = 4;
bb = 4;
```

3. Robbers Robbing Robbers

Define a Robber class interface that satisfies the following code:

```
Robber rusty("Rusty");
Robber dan("Dan")
rusty.greet(dan);
dan.greet(rusty);
int item_to_steal = dan.lookat(rusty);
dan.steal(rusty, item_to_steal);
cout << rusty.yell();
```

```
class Robber {
// YOUR CODE HERE









};
```