

Helpful C++ Transitions



Systems Programming

A Few Helpful Slides

#ifndef

Objects using Classes

Avoiding Duplicate Headers

```
#ifndef PRODUCT_H
```

```
#define PRODUCT_H
```

```
...
```

```
#endif
```

A Node Class

```
Class Node
{
public:
    Node (string s);
private:
    string data;
    Node *link;
}
```

new - Creating new objects

```
Node* newnode = new Node(s);
```

```
left = new Node ( s, item2);
```