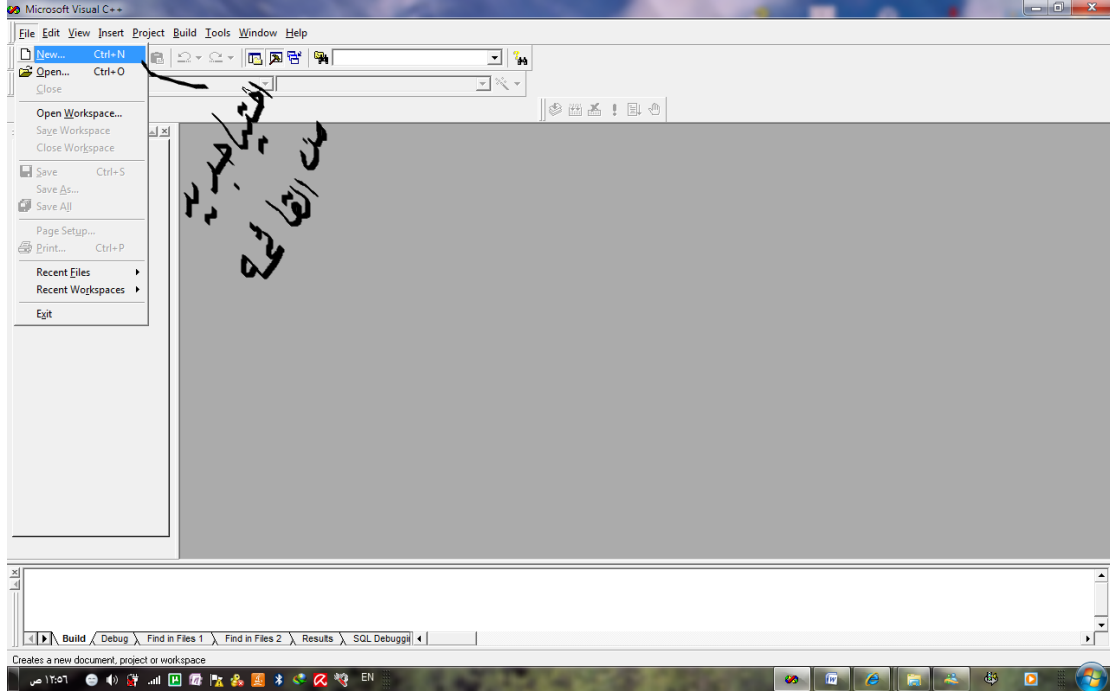


# أحمد عبد القادر الباكري

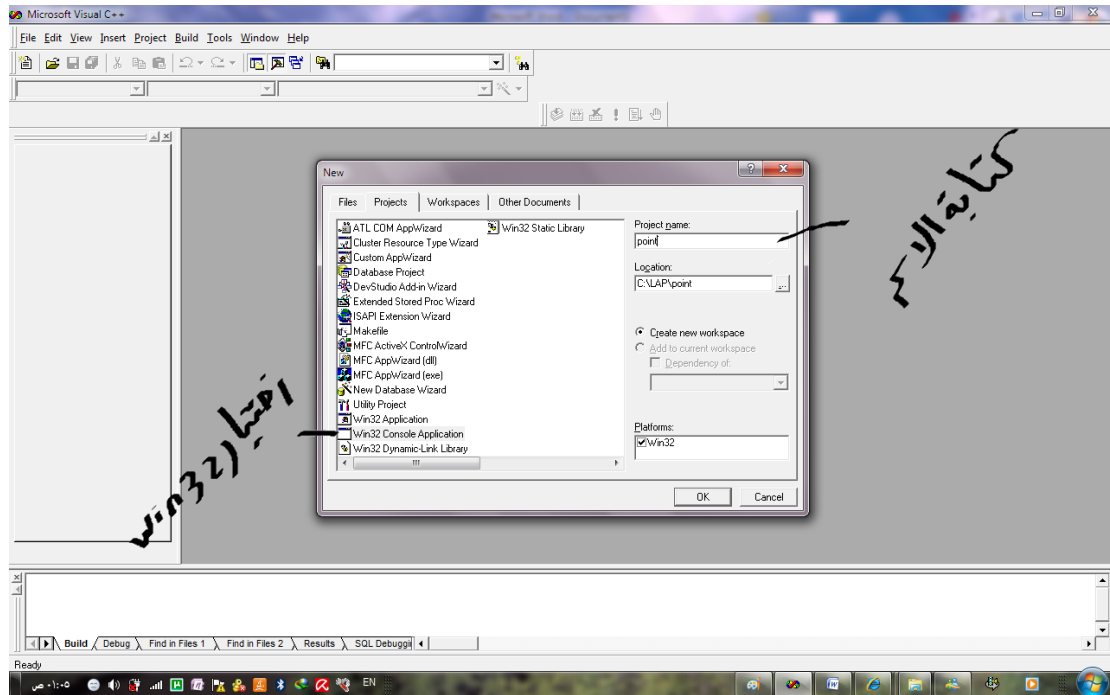
بسم الله الرحمن الرحيم

خطوات التقسيم إلى ملفات في برنامج Microsoft visual c++

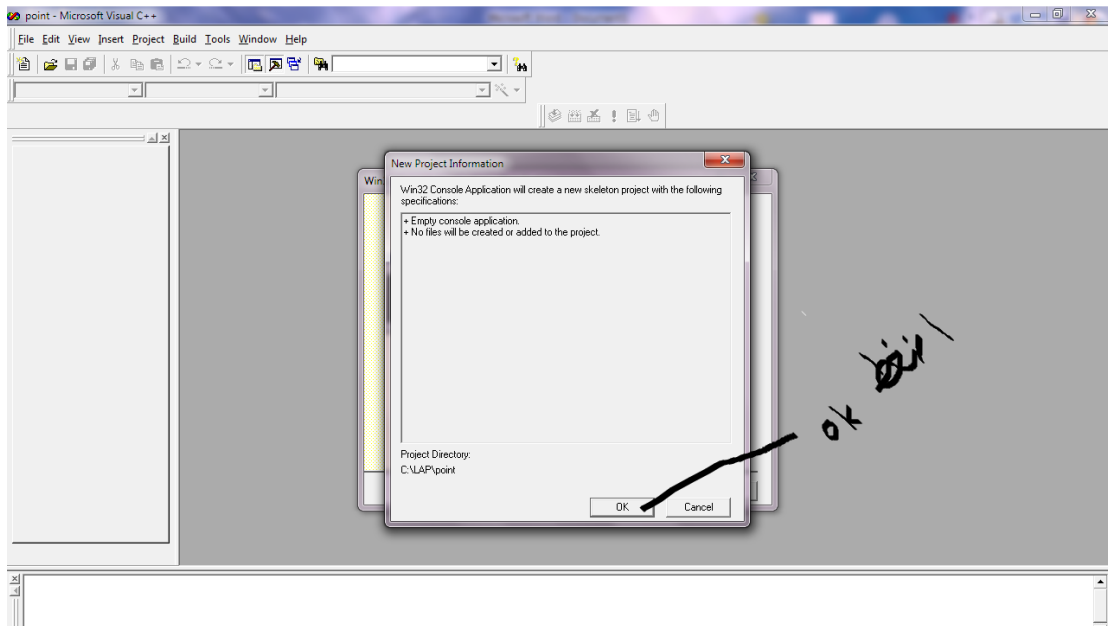
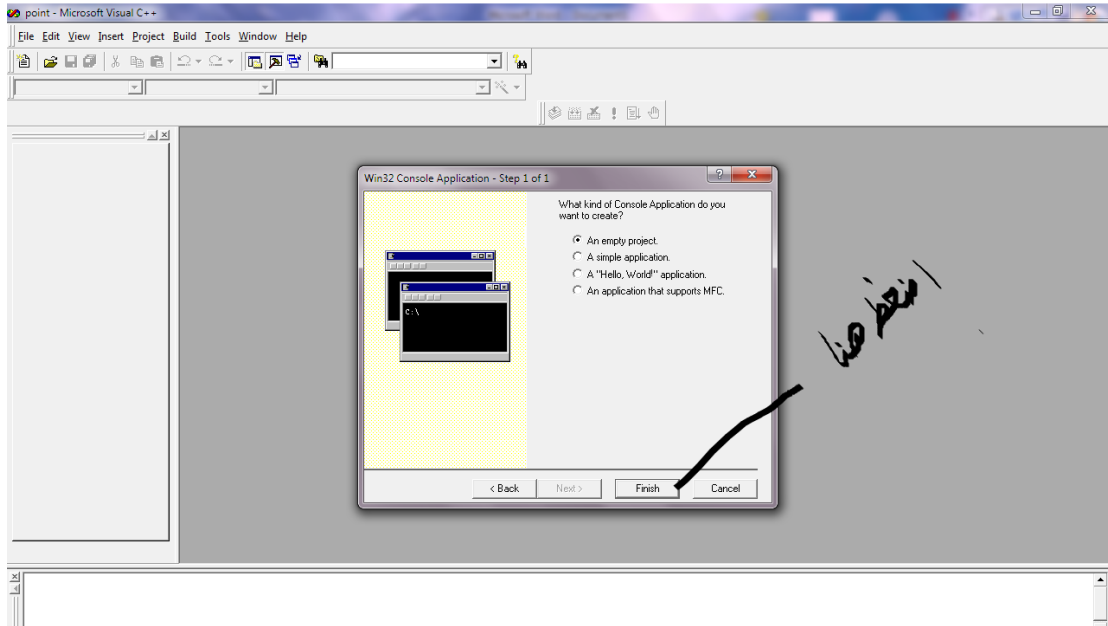
بعد فتح برنامج Microsoft visual c++ الخطوة الأولى

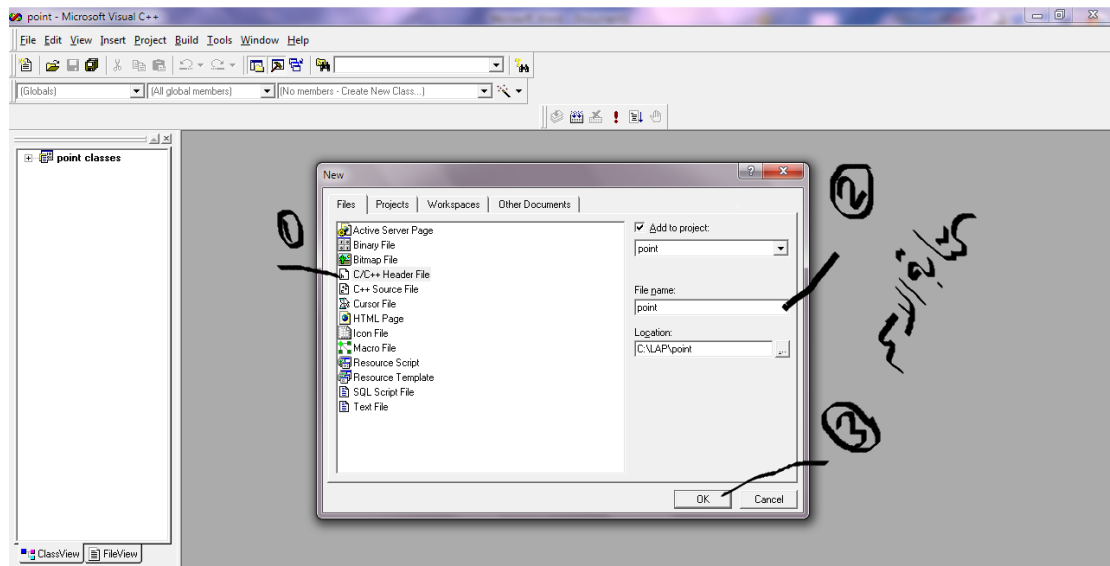
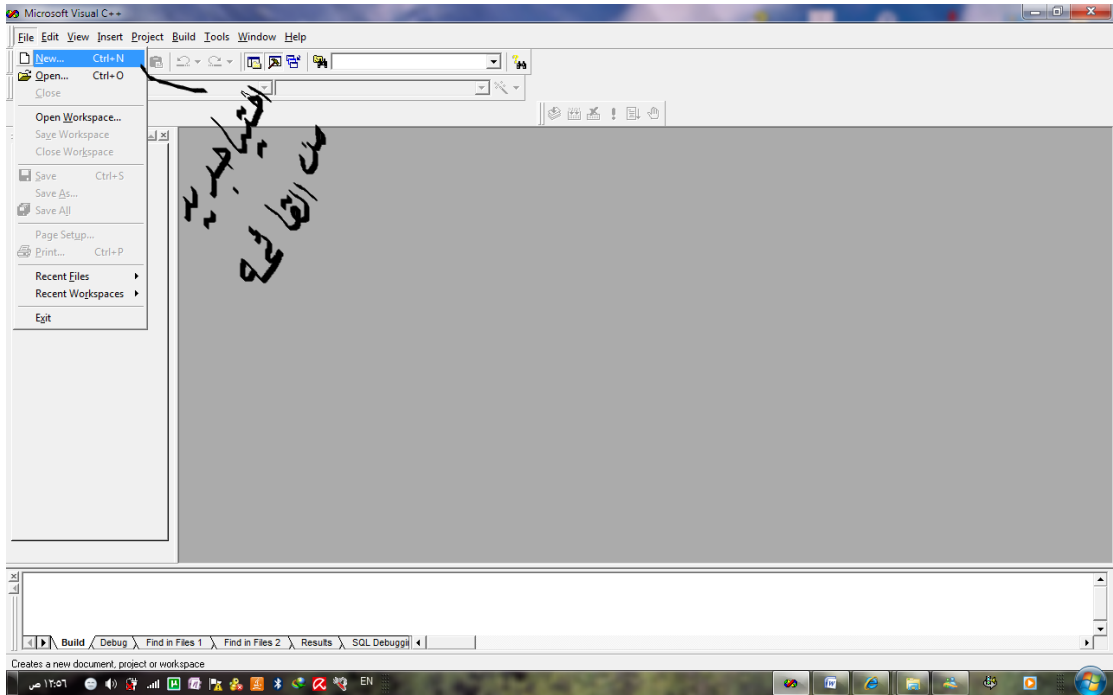


الخطوة الثانية



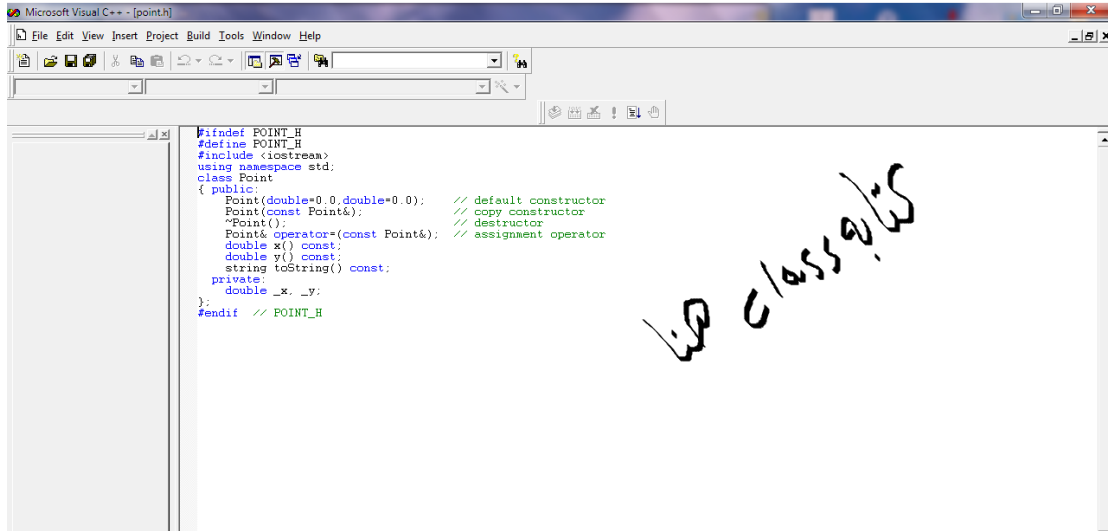
ثم اضغط ok





# أحمد عبد القادر الباكري

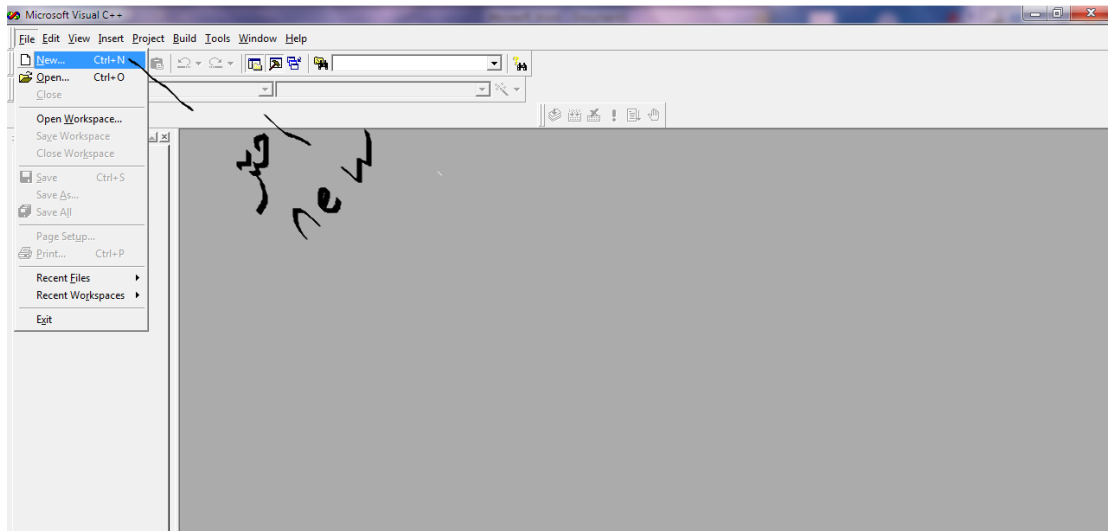
الخطوة السابعة

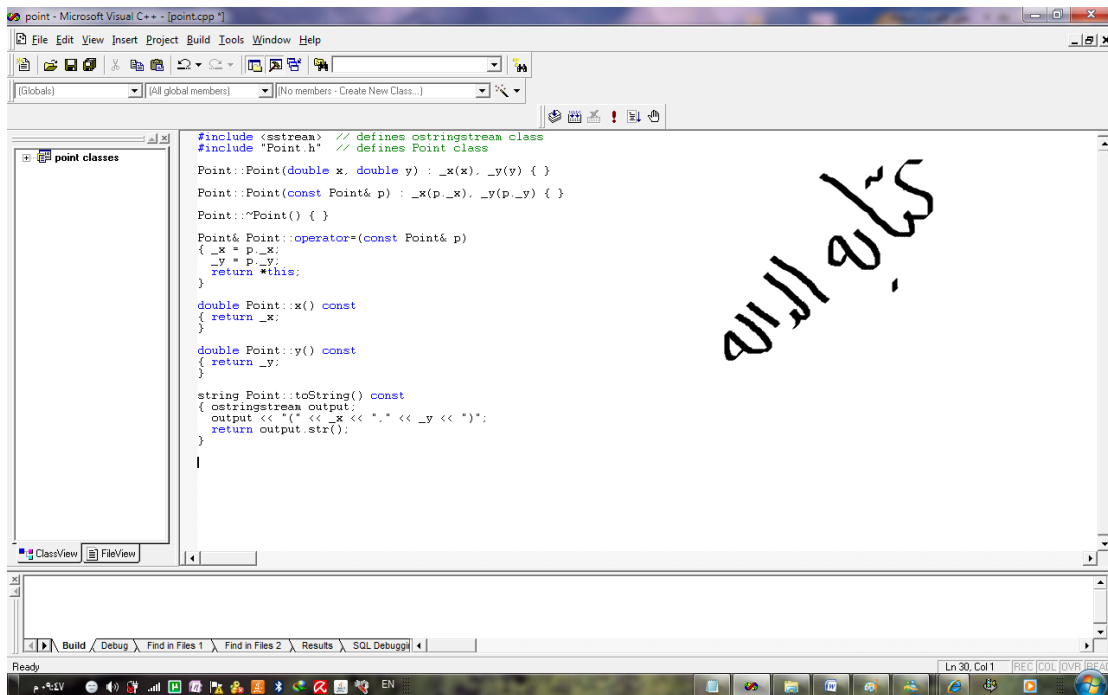
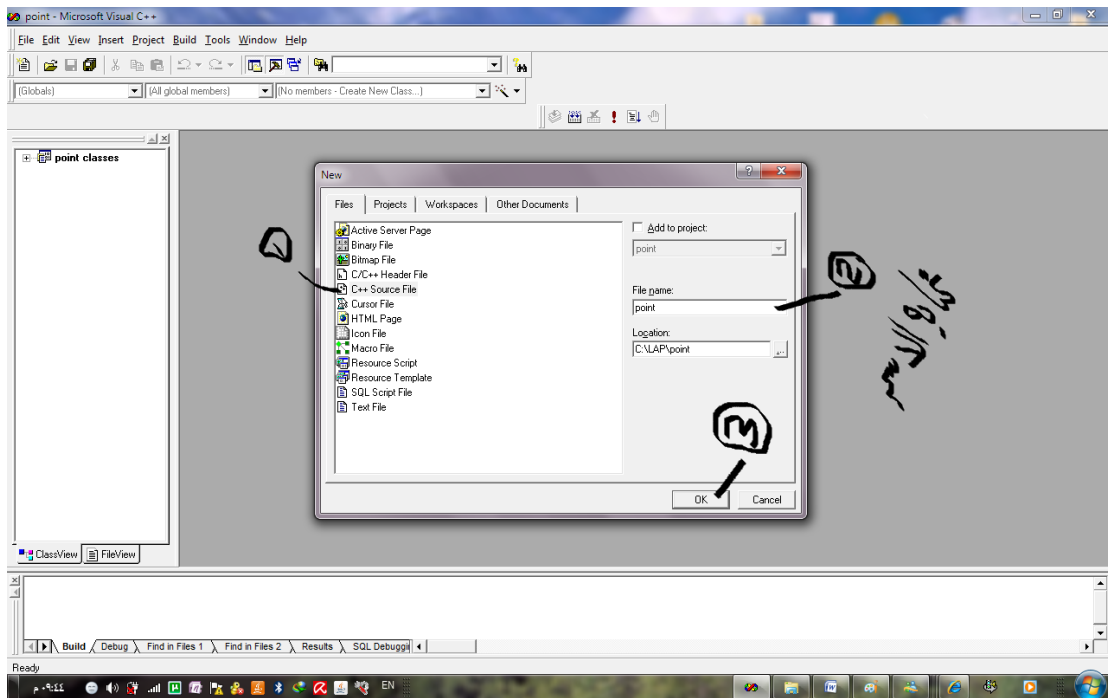


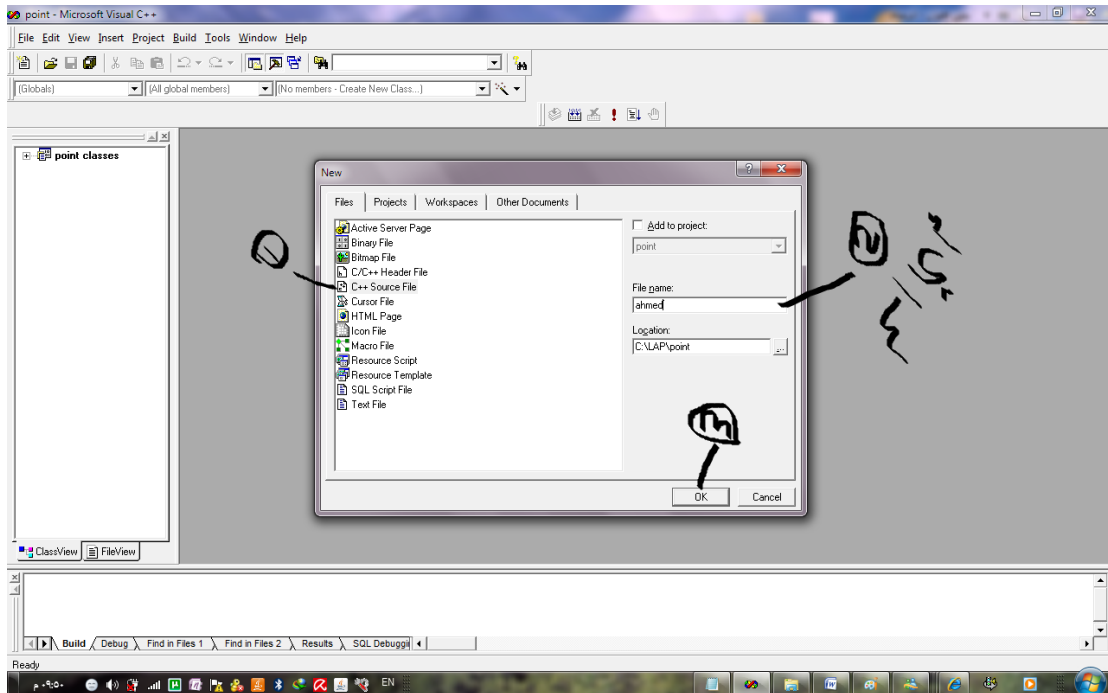
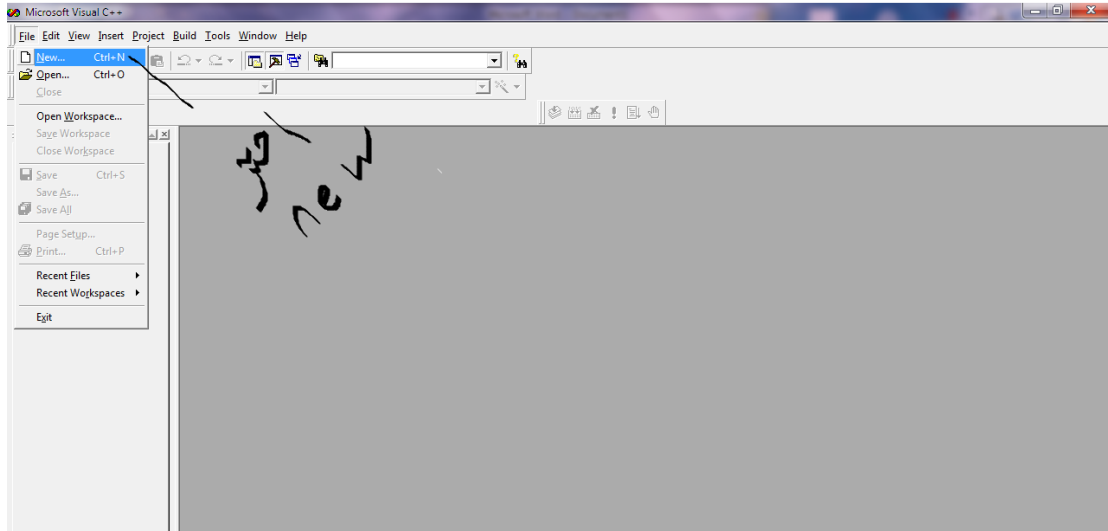
```
#ifndef POINT_H
#define POINT_H
#include <iostream>
using namespace std;
class Point
{
public:
    Point(double=0.0,double=0.0); // default constructor
    Point(const Point&); // copy constructor
    ~Point(); // destructor
    Point& operator=(const Point&); // assignment operator
    double x() const;
    double y() const;
    string toString() const;
private:
    double _x, _y;
};
#endif // POINT_H
```

كتاب دروس هنا

الخطوة الثامنة







# أحمد عبد القادر الباكري

الخطوة الثالثة عشر

```
#include <iostream>
using namespace std;
#include "Point.h" // defines Point class
#include <string>

int main()
{
    Point p0; // invokes default constructor
    cout << "p0 = " << p0.toString() << "\n";
    Point p1(5, -2); // invokes default constructor
    cout << "p1 = " << p1.toString() << "\n";
    Point p2=p1; // invokes copy constructor
    cout << "p2 = " << p2.toString() << "\n";
    p0 = p1; // invokes assignment operator
    cout << "p0 = " << p0.toString() << "\n";
    cout << "p0 x() = " << p0.x() << "\n";
    cout << "p0 y() = " << p0.y() << "\n";
}
```

الخطوة الثالثة عشر

```
#include <iostream>
using namespace std;
#include "Point.h" // defines Point class
#include <string>

int main()
{
    Point p0; // invokes default constructor
    cout << "p0 = " << p0.toString() << "\n";
    Point p1(5, -2); // invokes default constructor
    cout << "p1 = " << p1.toString() << "\n";
    Point p2=p1; // invokes copy constructor
    cout << "p2 = " << p2.toString() << "\n";
    p0 = p1; // invokes assignment operator
    cout << "p0 = " << p0.toString() << "\n";
    cout << "p0 x() = " << p0.x() << "\n";
    cout << "p0 y() = " << p0.y() << "\n";
}
```

```
p0 = (0,0)
p1 = (5,-2)
p2 = (5,-2)
p0 = (5,-2)
p0 x() = 5
p0 y() = -2
Press any key to continue
```