Using a Class

Now you've seen how to define a class and its class methods. The next step is to produce a program that creates and uses objects of a class. The C++ goal is to make using classes as similar as possible to using the basic, built-in types, such as `int` and `char`. You can create a class object by declaring a class variable or using `new` to allocate an object of a class type. You can pass objects as arguments, return them as function return values, and assign one object to another. C++ provides facilities for initializing objects, teaching `cin` and `cout` to recognize objects, and even providing automatic type conversions between objects of similar classes. It will be a while before you can do all these things, but let's start now with the simpler properties. Indeed, you've already seen how to declare a class object and call a member function. Listing 10.3 combines those techniques with the class declaration and the member function definitions to form a complete program. It creates a `Stock` object named `stock1`. The program is simple, but it does test the features we built in to the class.