

# Beginning C++ Programming

## Accessing Class Members

In the Account class in this video, I have the deposit and withdraw methods returning a bool.

The idea is that these methods will return true if successful or false otherwise. This logic will be implemented later in the course as we refine the Account class.

So, in this lecture these methods should return void.

However, several students asked why this compiles since no bool is actually returned in the code.

That's a great question.

The C++ standard doesn't require this to be a compile-time error. Most compilers will produce a warning message about it. The behavior is undefined if the return value is assigned when the function is called.

Best practice is to return values from a function that says it will.

Thanks to Jullien and Anshul for pointing that out.

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In the example code at about 10:40 in the video, the `Player` object pointed to by the `enemy` pointer should be deallocated by calling `delete enemy;` once we are done with it.

Thanks to Naga, David, Alon, and Peteris for pointing that out.

Best regards,  
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