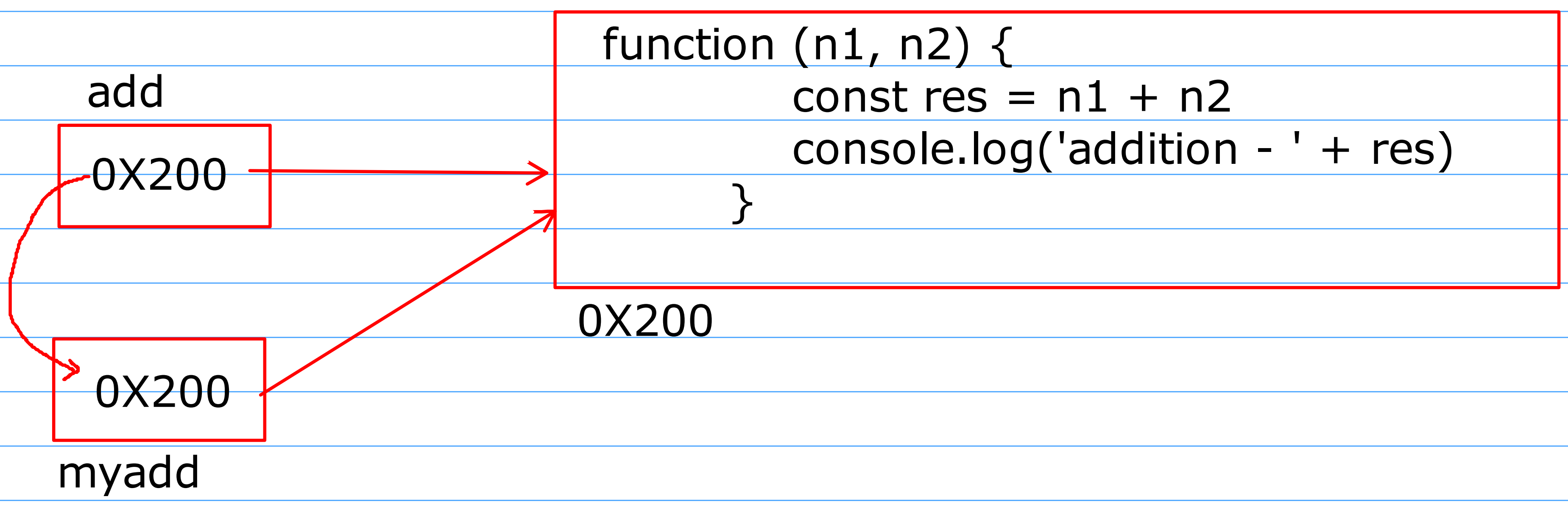
JavaScript

```
<script>
        console.log("Hello")
        function f1(n1,n2){
                let n1
                const
                return
        }
        f1()
<script>
```

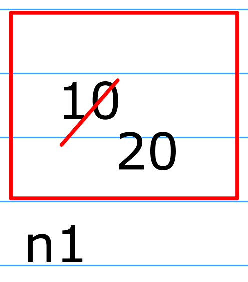
function add



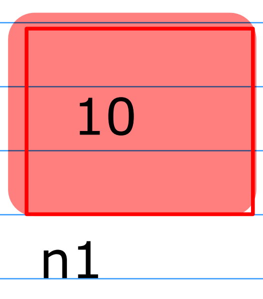
Object in JS
1. using {}
2. using Object()
3. using Constructor function

IN CPP

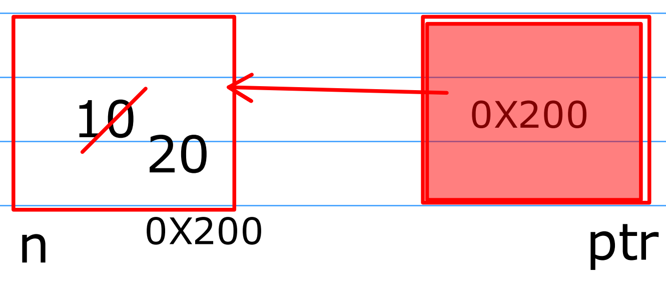
int n1 = 10
n1 = 20



const int n1 = 10
//n1 = 20// error



```
int n1 = 10;                int n2 = 20
int  *const ptr = &n1;      //ptr = &n2;//error
```

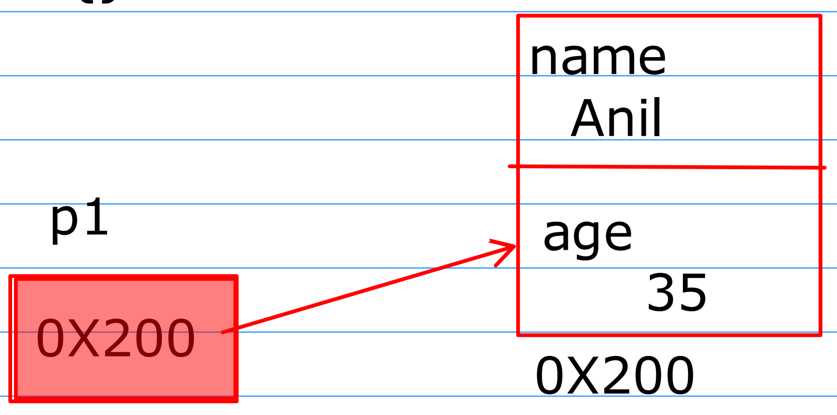


*ptr = 20;

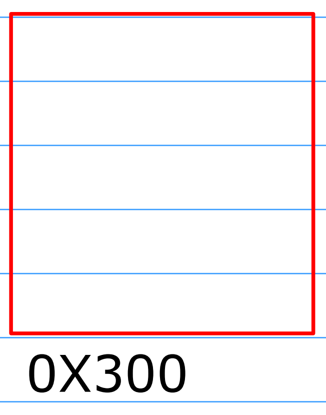
IN JS

const p1 = {}

p1.name
p1.age



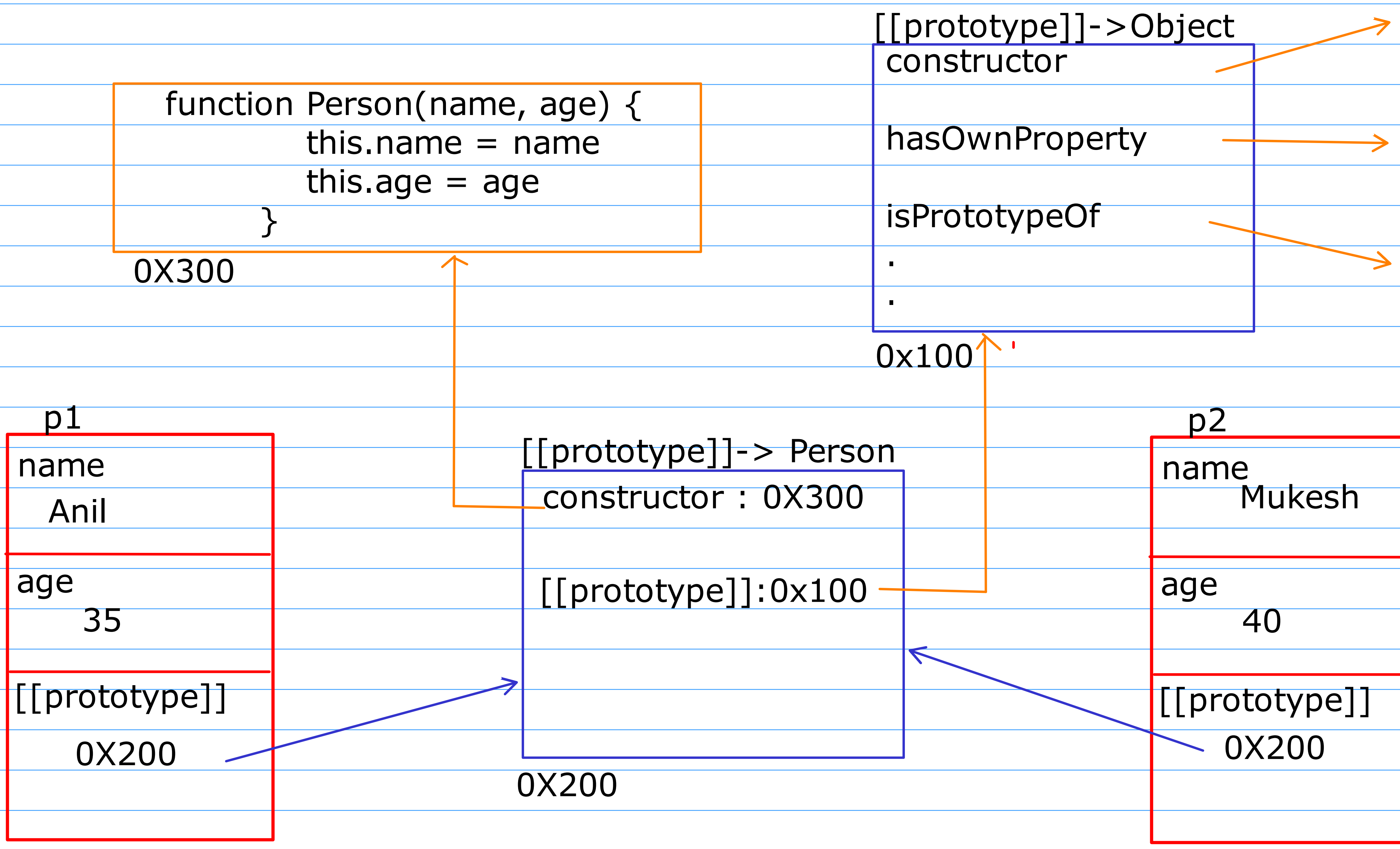
//p1 = {} // error

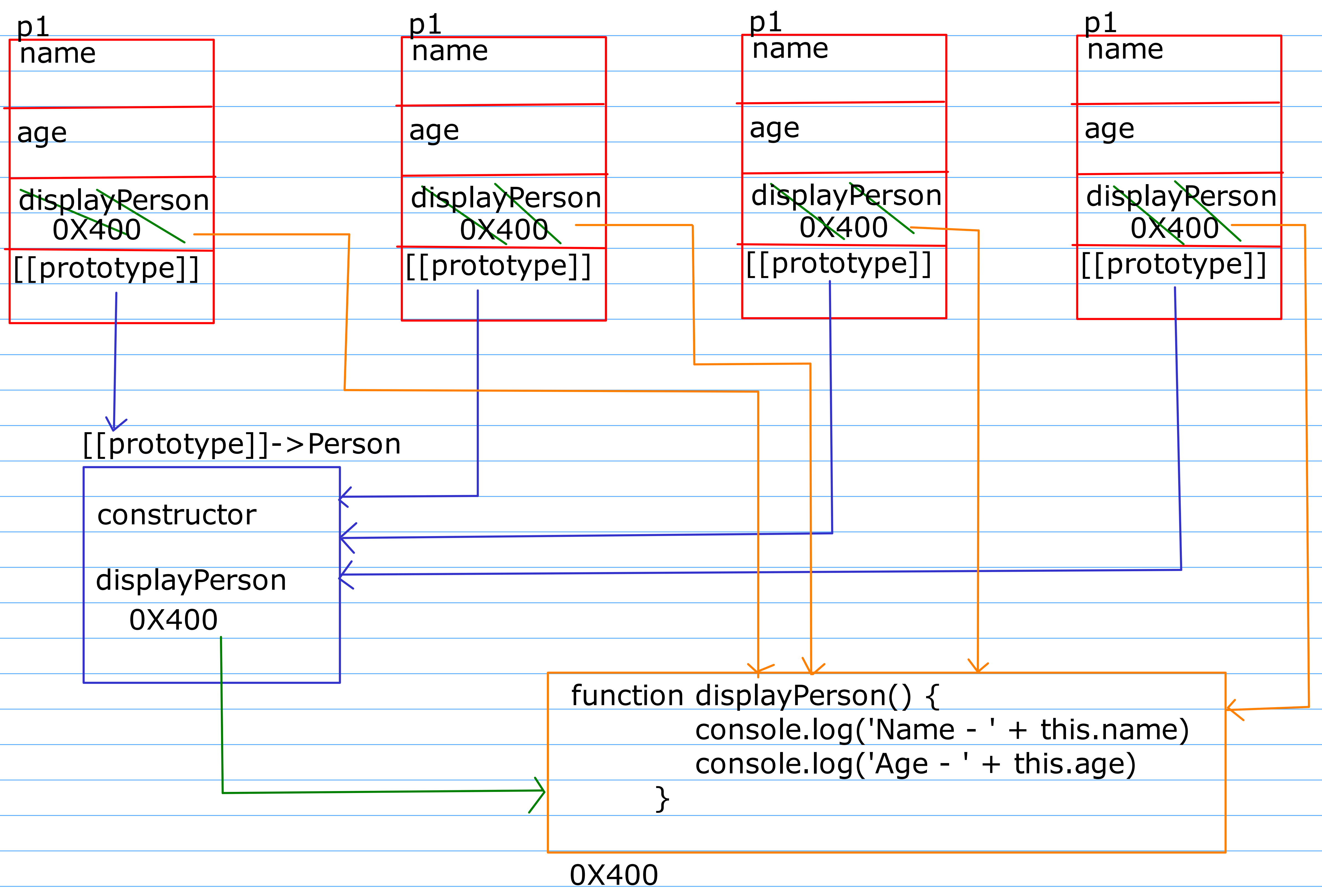


It has its own Rules
It has its own Syntax

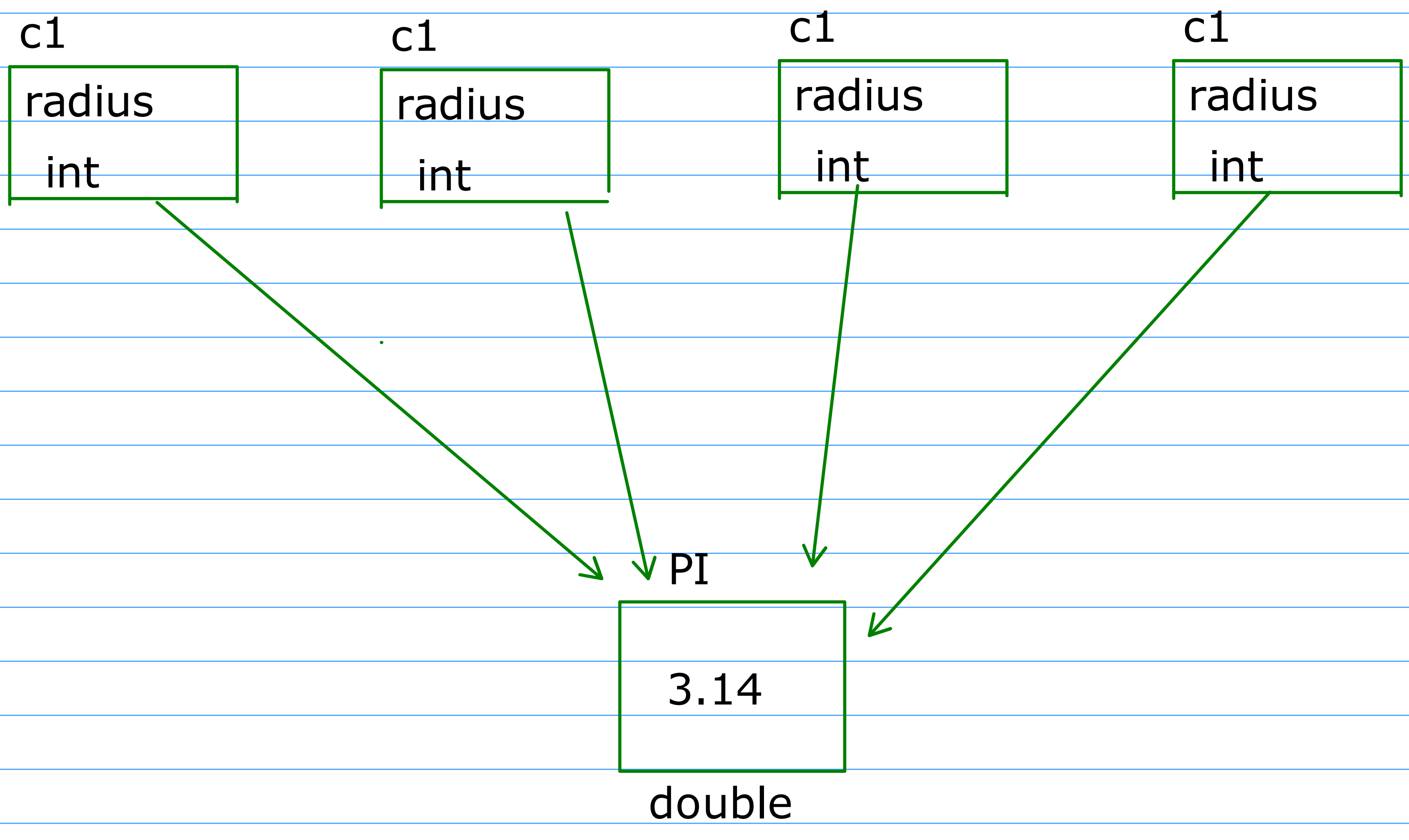
```
class Person{
public:
string name;
int age;

public:
Person(string name = "", int age = 0){
        this->name = name;
        this-> age = age;
}

void displayPerson() // this
{

}
}


// Global function
void displayPerson(Person *p){
cout<<"Name - " <<p->getName()<<endl;
cout<<"Age - " <<p->age<<endl;
}
```

```
Person *p1 = new Person();

Person *p2 = new Person("Anil",35);

 displayPerson(p1)
 displayPerson(p2)

p1->displayPerson()
p1->displayPerson()
```





```
function displayPerson() {
            console.log('Name - ' + this.name)
            console.log('Age - ' + this.age)
        }
```



```
class Circle{
int radius;
static double PI;
}
```

Circle::PI

Hirerachy
- Reusability

1. Association — has-a
2. Inheritance — is-a

Sytem — PrintStream

Manager

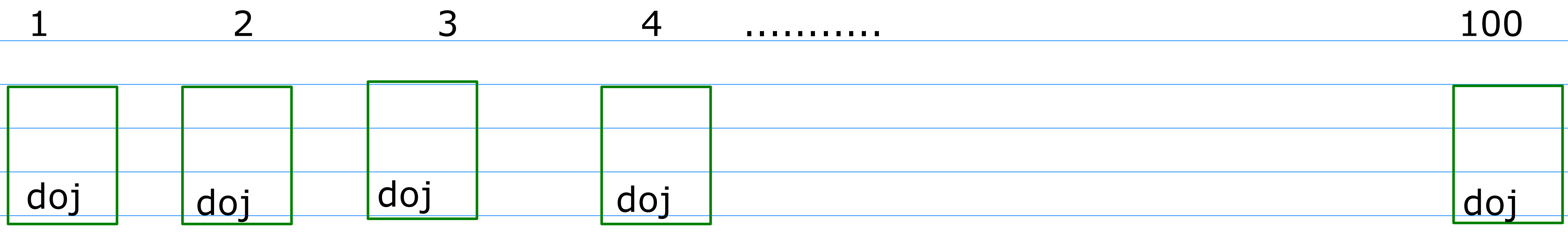
Systeam has-a PrintStream
System is-a PrintStream

Employee

```
class Date{
day,month,year
}
```

```
class Person{
name,mobile
}
```

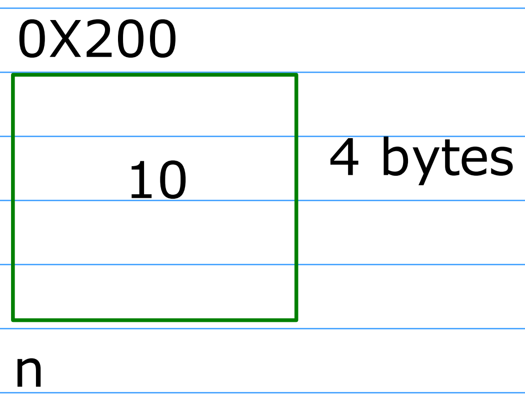
```
class Employee:Person{
id,salary,
Date doj;
Date dot;

}
```



dol dol

```
class Employee{
// Datamembers
int id;
string name;
Date doj;
}
```

```
void myfunc(){
int n;
datatype identifier;
Employee e1; // variable-> Object

int *p
Employee *e
}
```

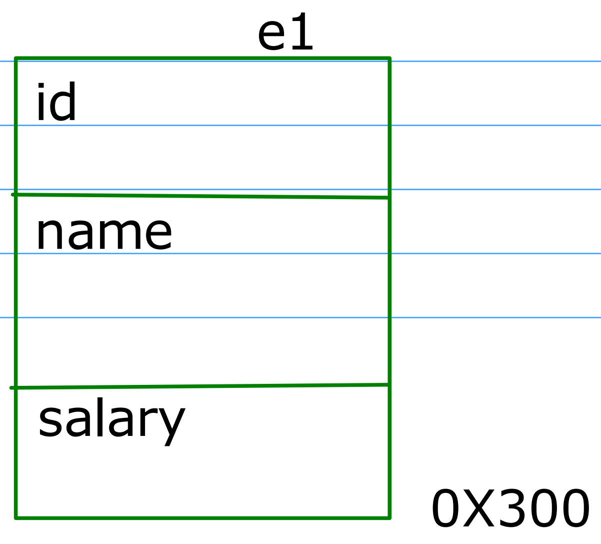


references

```
int &ref;// 8 bytes
```

```
int num1;

int *const ptr = &num1;
*ptr = 10
```

```
int &ref = num1;
ref = 20;
```


e1
id
name
salary
0X300