C++ notes

Classes and object

Class: A class in C++ is the building block that leads to Object-Oriented programming. It is a user-defined data type, which holds its own data members and member functions, which can be accessed and used by creating an instance of that class. A C++ class is like a blueprint for an object.

For Example: Consider the Class of Cars. There may be many cars with different names and brand but all of them will share some common properties like all of them will have 4 wheels, Speed Limit, Mileage range etc. So here, Car is the class and wheels, speed limits, mileage are their properties.

Class is a blueprint of an object

Class is a description of object’s property set and set of operation

Creating class is as good as defining a new data type (user defined data or non primitive

Class is means to achieve encapsulation

Object is an runtime entity

Object is an instance of class

Class box

{

Int l,b,h

Void set Dimension(int x ,int y ,int z)

{…}

Void show Dimensions ()

{…..}

}

Software development process in c++

Library files

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compiler

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Void main()

Header files

#include <iostream.h>

Voidmain()