

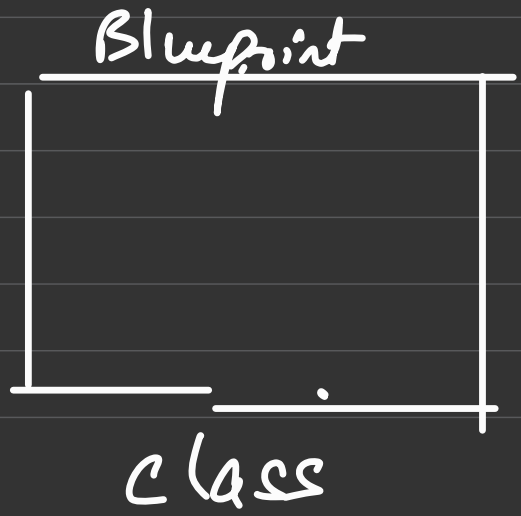
class
struct

99%

OOP ←

(Object oriented Programs)

copy mechanism



1/h

room

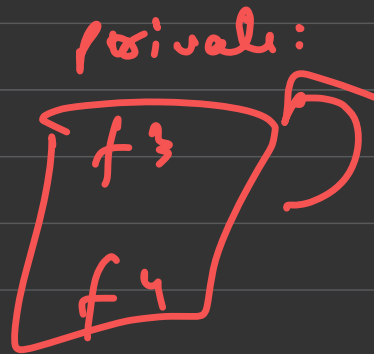
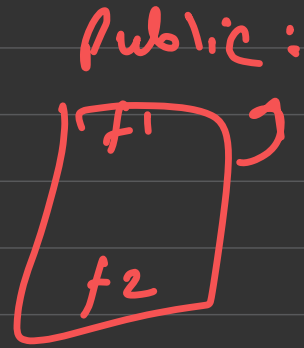
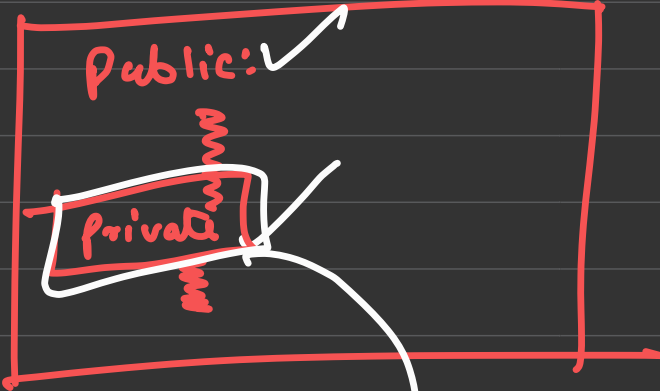
dim

object

Real objects
↳ entity

entry

Data index



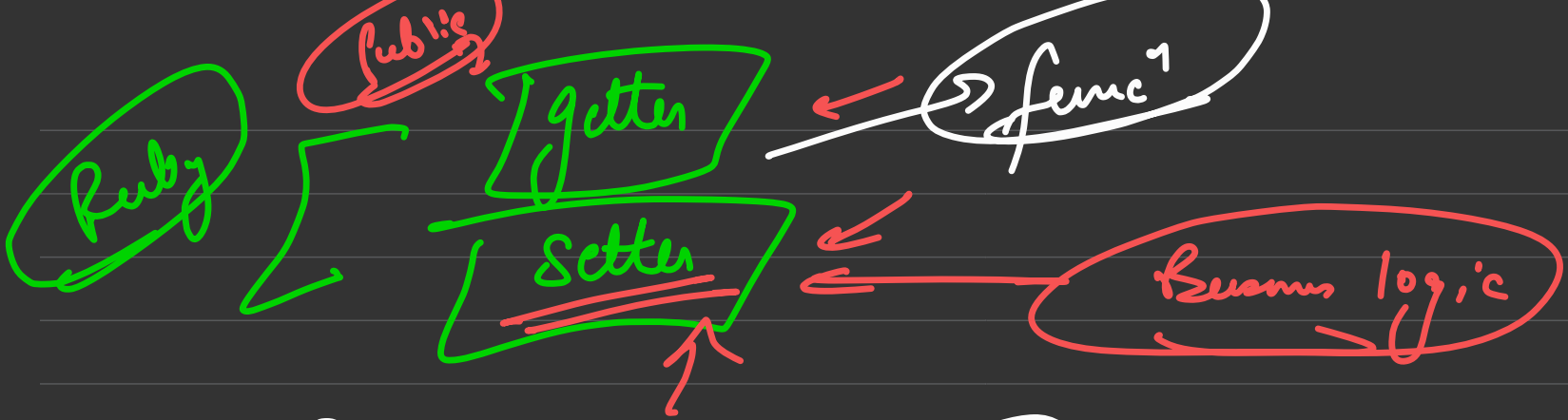
Adhar

Sensitive

Fingerprint

update

Outdated
class
update

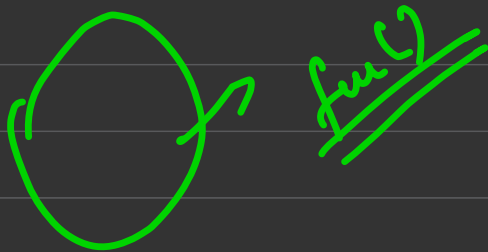


if ()
{

}

What happens in the memory when
object is created

return *this;



Stores the
address
of this object
only

