

Title :- Write a program to implement class & object concept.

Aim :- Program for implementing class & object concept.

Theory :

CLASS :-

A class is group of object with similar properties. objects are variable of class.

A class is collection of object of similar types. classes are user defined data types. It behave like built in types of programming language. Once class has been defined we can create any number of object belonging to that class.

ex.

i] Fruit is a class having members mango, apple, orange etc.

ii] Employee is class having members id, name, salary.

Syntax:

```
class classname
{
    Access specifier:
    Data members:
    Member functions() {}
};
```

OBJECT:

An Object is a instance of a class. When a class is defined, no memory is allocated but when it is instantiated (i.e. an object is created) memory is allocated. To use the data & access functions defined in the class we need to create objects. The data members & member functions of class can be accessed using the dot ('.') operator with the object.

Syntax:

```
className objectName;
objectName.data member;
objectName.Memberfunction();
```


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Program:-

```
#include <iostream>
using namespace std;

class Fruit {
    public:
        string Fname;

        void printname()
        {
            cout << "Fruit is : " << Fname;
        }
};

int main() {
    Fruit F;
    F.Fname = "Mango";

    F.printname();
    return 0;
}
```

output:

Fruit is : Mango.

Conclusion: In this practical, we learnt concept of class & object and its implementation in C++.