


classes will define blue print of real life

Entities

Product ↗ features (data members)
 ↘ behaviours (member functions)

getter & setter → function

discount ↙

↑
~~for~~ iphen.due = -10

```
function setDiscount(x) {  
  if (x < 0) {  
    return;  
  }  
}
```

}

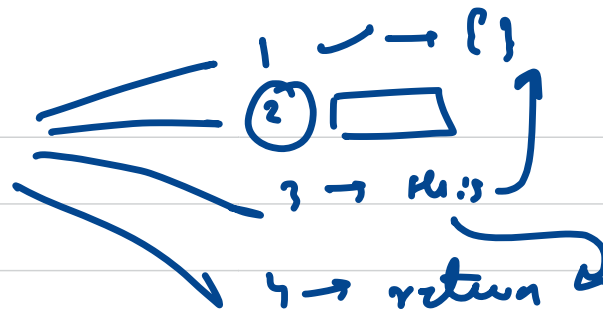
Write a Complex Number class \rightarrow $\frac{a + ib}{\downarrow}$ $\begin{matrix} \nearrow \text{real} \\ \rightarrow \text{im} \end{matrix}$

\hookrightarrow real
 \hookrightarrow imaginary

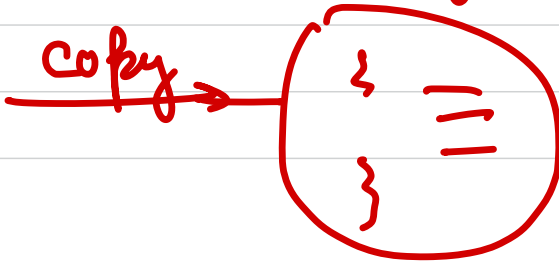
\hookrightarrow add
 \hookrightarrow multiply

~~function~~

~~new~~



To create object we instantiate a class




Constructor installed
as obj

Object



function

1520 → 
x
x
x
x





Movie

Concert

Standup

Name

Name

Name

actors

actors

actors

price

price

price

den

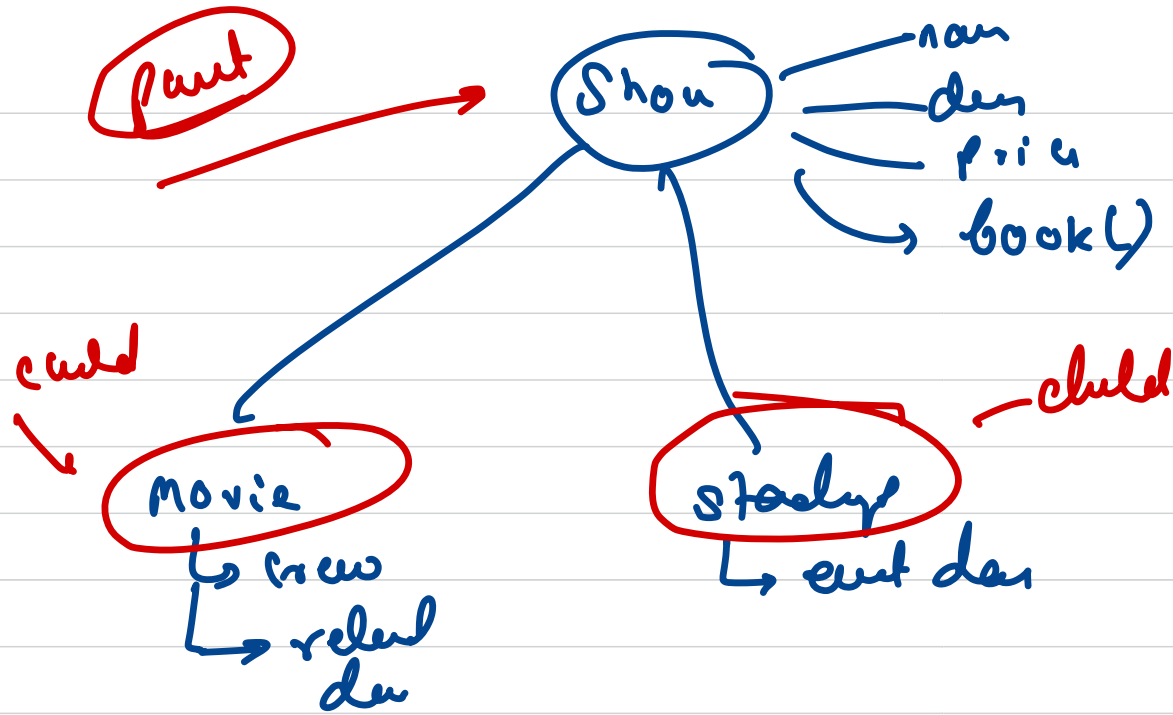
den

den

buy()

buy()

buy()



public

prim

→ visibly modify

protected



not accessible outside
every child