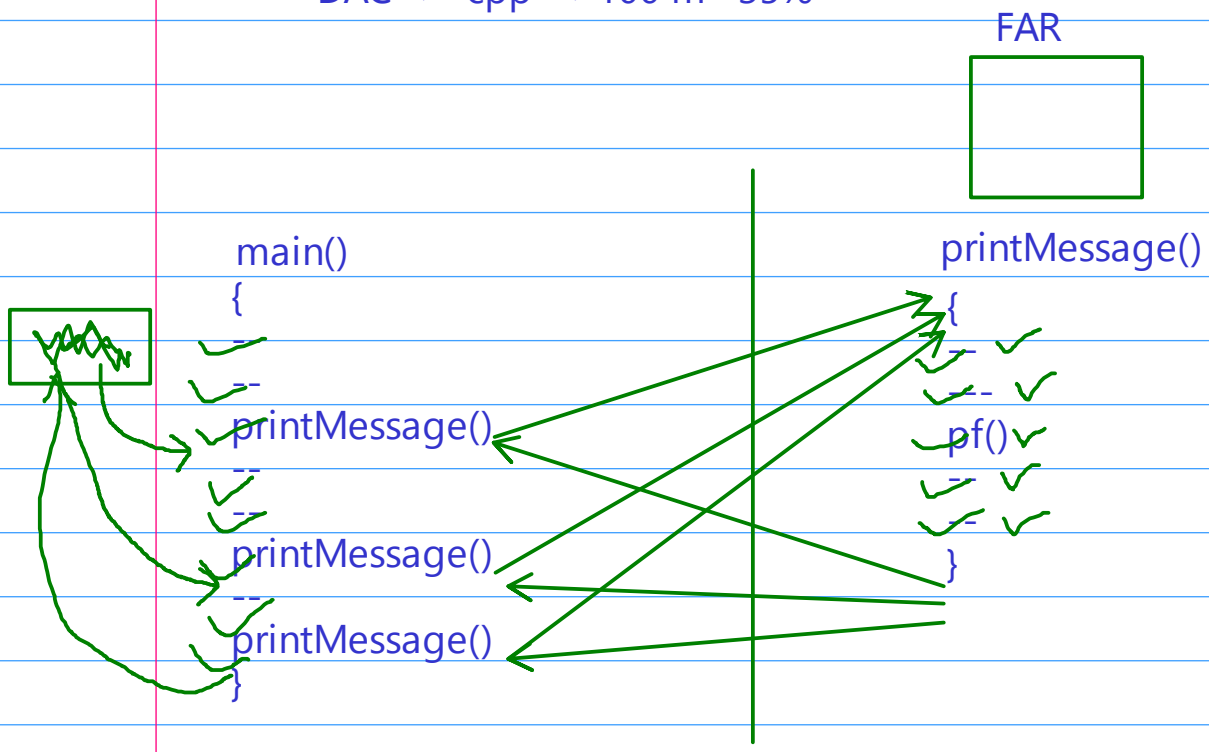
OOp -> C++ = C+oo

DAC -> cpp =>100 m 35%



,%,$

void printValue(int a) 1 =>printValue@int

void printValue(int a,int b) 2 =>printValue@int,int

void printValue(char c) => printValue@char

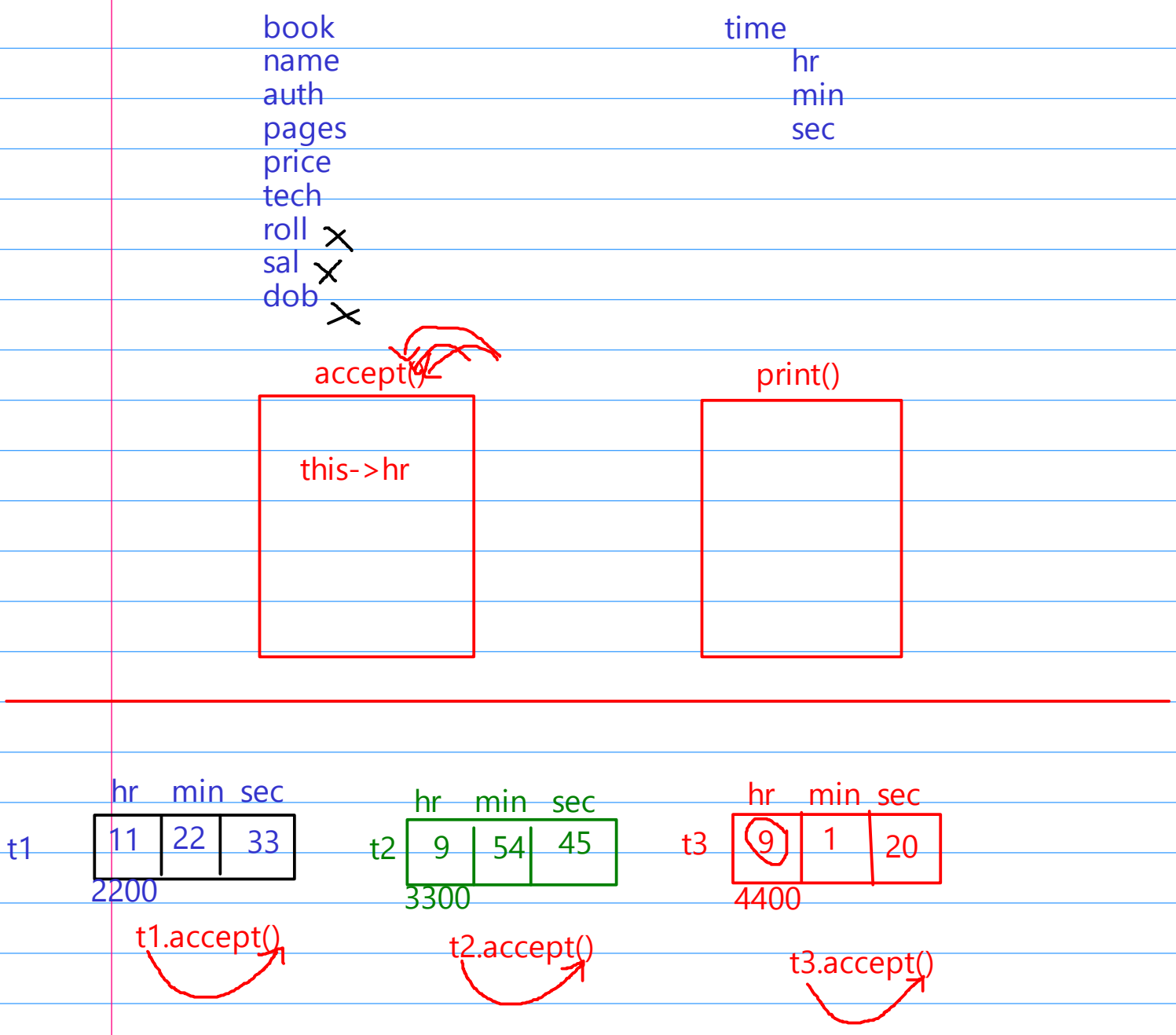
void printValue(int a,char c) => printValue@int,char

void printValue(char c,int a) =>printValue@char,int

1 bit

1, 0 int -> 32 bit 4 bytes

bool 8bit 1 byte


book
name
auth
pages
price
tech
roll
sal
dob
time
hr
min
sec
accept()
this->hr
print()
t1
hr min sec
11 22 33
2200
t1.accept()
t2
hr min sec
9 54 45
3300
t2.accept()
t3
hr min sec
9 1 20
4400
t3.accept()

c

```
struct time {
   int hr, min, sec;
};
void accept( struct time *p) {
   scanf("%d:%d:%d", &p→hr,
   &p→min, &p→sec);
}
Main()
{
struct time t;
accept(&t);
 }
```

gb

7700

7700->hr

hr min sec

9

7700

cpp

```
class time {
   int hr, min, sec;
void accept(){
   scanf("%d:%d:%d",&hr,  &min,
   &sec);
}
};
Main()
{
time t;
t.accept();
 }
```

const

time *this

&this->hr

8800->hr

hr min sec

9

8800

current object

1: basic concept
2: app /use
3: req

n ref

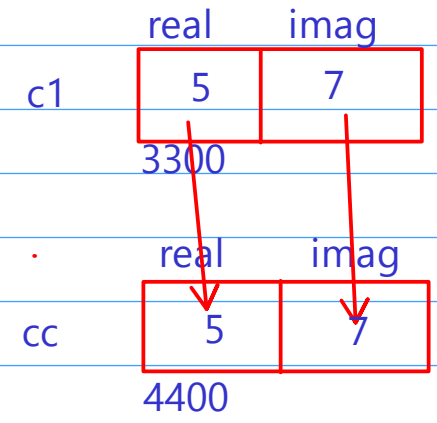
55

2200

```
int  n;
n=10
 n=5
int& ref=n
ref=55;
```

ref -> 55
n -> 55

int n -> interger type vari
int* ptr ->int pointer type vari
int& -> ref type int vari




```
complex
{

 public:

 sum(  complex& c2)
 {
 this->  // c1
 param -> // c2
 }
```

```
main()
{
complex c1(7,6);

complex c2(3,2);

//c1.real+c2.real

c1.sum(  c2)
```

current
obj