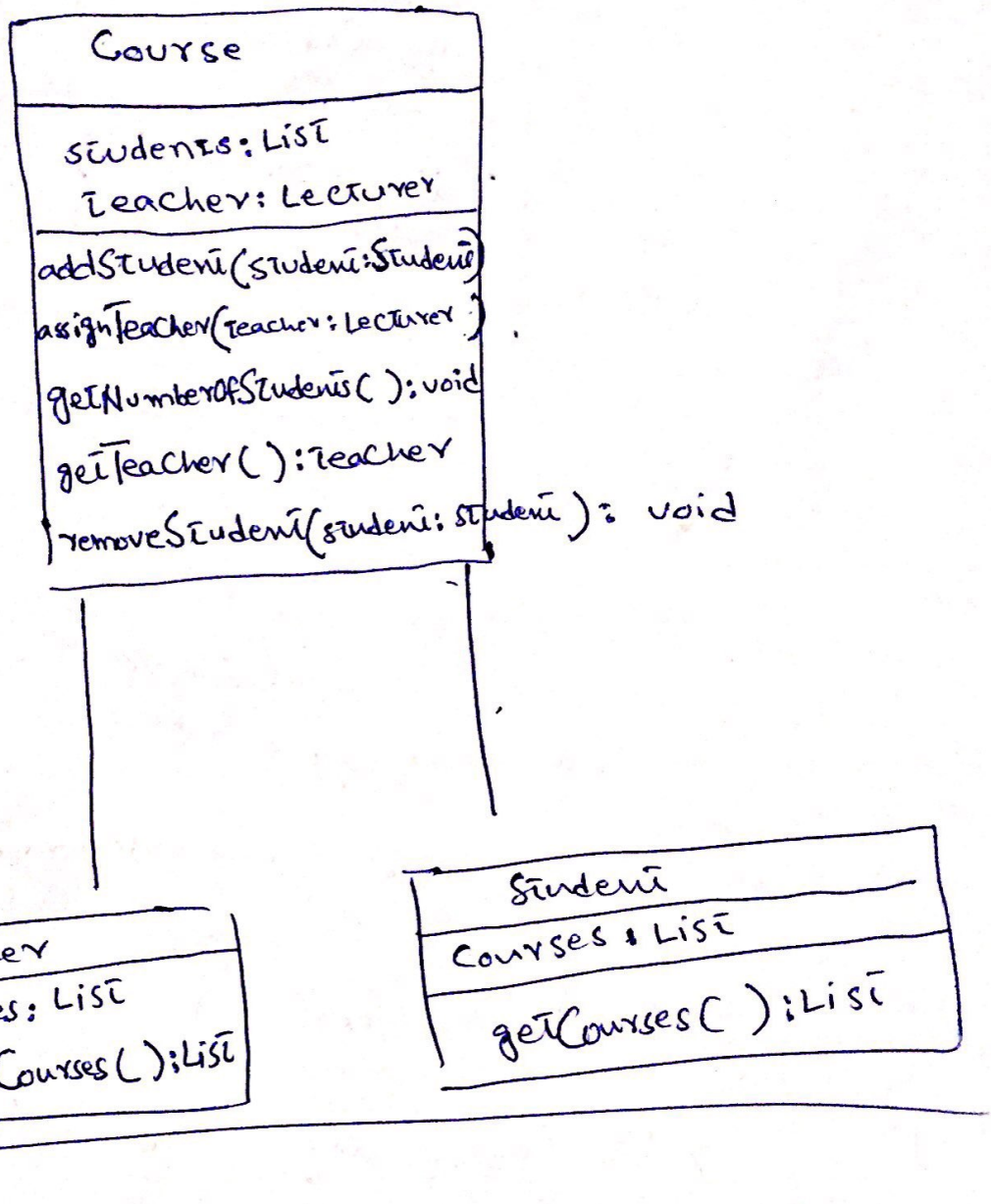
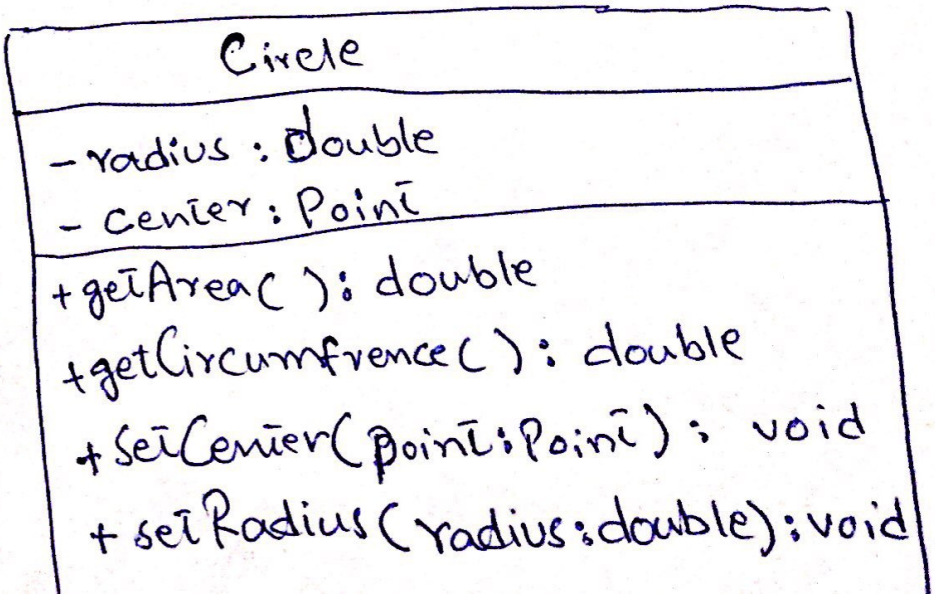
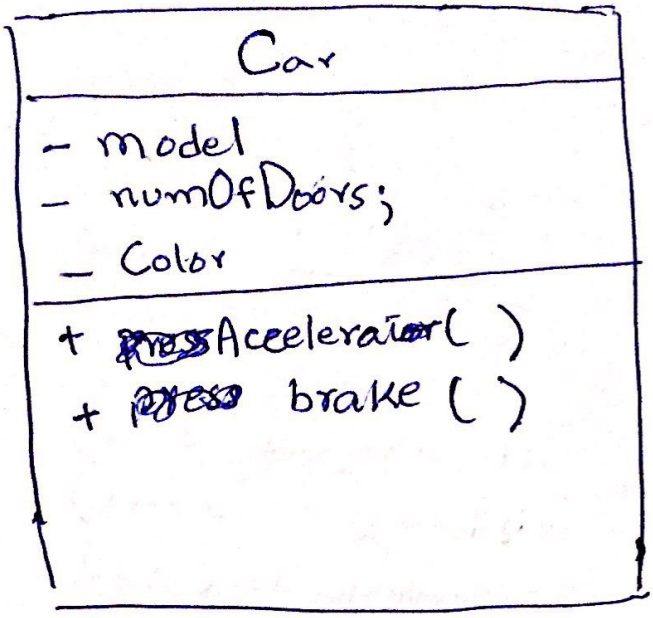


Circle






```
Class Car {
        String model;
        int    numOfDoors;

    void accelerate ( )
    { // logi for acceleration }

    void brake ( )
    { // logic for brakes

};
```

Week #02

```
#include<iostream>
using namespace std;
```
→ Standard Library where features like, String, vector are declared

```
Class Car {
    String model;
    int numOfDoors;
    String color;
    void accelerate(){
    // logic for acceleration}
    void brake()
    {// logic for brakes}
};
int main()
{
    Car myCar;
    car.acceleraie();
}
```

→ CamelCase make compound name more readable

```
#include<iostream>
using namespace std;
Class Circle{
public:
  float r, area;
  void input()
  {
  cout<<"Enter radius of a circle:";
    cin>>r;
  }
  void findArea()
  {
    area= 3.14*r*r;

  }
    void display()
  {
   cout<<" Area of the Circle is:"<<area;
  }
};
int main(){
 Circle object;
   object.input();
```

```
    object.display( );
    return 0;
}
```