Constant function

→ Lets Sipose we have a class fraction, with two data members (Private), Nomerator & denominator & we have a Constructor which takes both Num—, deno—, and we also set our getters & setters as getNumerator(), getden—(), SetNum—(), setdeno—(). // CODE on PC.

Then we do ——

→ int main() {

Fraction Const f3;
Cout << f3.getNum—() << " " << f3.getden—() << endl;

f3.setNum—(10);

}

accordingly,

get Num—() & get den—()
must work fine on Const function
as we are not chaging value just Reading them,
& SetNum—() must be given an error

but, we get Error on getN—(), getde—(), SetNum—().

Error → "member function 'getNumerator' not visible: 'this' argument has type 'Const function', but function is not marked Const."

→ f_3 ek Constant member hai, to Compiler ko thoda tension hai agar isPe koi function call hua to f_3 ki value change na ho jae. for that,

Compiler won't allow us to call f_3 on any normal function. we need to mark functions as Constant, so as that function become visible for our Constant member.

Constant functions → functions that make no changes in any Property of our Const member. (i.e, no changes in Numerator & denominator).

→ our getters are then Constant function, we just need to mark them as ——

```
int getNumerator const {
    return numerator;
}
```

→ Now Compiler identify this as Const function & will Execute & Provide values as output if asked too.

⟹ So, it is Recommended to mark function Const while doing such type of work, so as only Const object can call them.