**General Syntax –**

class class-name

{

Access Specifier:

Member - Variables

Member - Functions

public:

class-name()

{

// Constructor code

}

//... other Variables & Functions

}

**Sample Example -**

#include<iostream.h>

#include<conio.h>

class Example {

// Variable Declaration

int a, b;

public:

//Constructor

Example() {

// Assign Values In Constructor

a = 10;

b = 20;

cout << "Im Constructor\n";

}

void Display() {

cout << "Values :" << a << "\t" << b;

}

};

void main() {

Example Object;

// Constructor invoked.

Object.Display();

// Wait For Output Screen

getch();

}