How to implement

In c++, there are things called classes

a class is basically a blueprint of an object, or a description of what that object looks like

lets make a class for our monster object

example of class monster

Instantabullshit

making a class doesn't actually make an object, it is just telling c++ how to create one

make an object like this:

Monster monster1;

Type ::: name

can make more than one object

Monster monster1;

Monster monster2;

access variables like this:

monster1.attack;

Classes can also have functions inside of them

class Monster {

int attack;

double name;

double attack() {  
cout << “I ATTACKING BRUH, BETTER HIDE YO KIDS, HID YO WIFE” << endl;

}

call functions same as variables

monster1.attack();

This code doesn't work;

access specifiers

by default, all things in a class are 'private'

private things can only be access from within the class

to make the attack() method callable from other things, like main(), do the public thing

code example.

You can also specify that things are private explicitly, and you should do this, for clarity.

Yay!