**Date: 26/Jan/2021**

Week4

Chapter2: **Classes and Objects**

1. Classes: ជាពុម្ពគម្រូសំរាប់បង្កើត Objective

**\*Syntax:**

class className{

private/protected/public:

data members; // (member variable) (Field)

public:

function member; (member function)

……………………..

};

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**Date: 02/Feb/2021**

Data members, Field

Ex: បង្កើត

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**Date: 04/Feb/2021**

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**Date: 11/Feb/2021**

**::** is a scope operator

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**Date: 16/Feb/2021**

**4. Constructors:**

ជា Function member(Mananger Function) ដែលមានមុខងារសំរាប់ផ្តើមតំលៃអោយObjects។ហើយវាមានឈ្មោះដូចClassនិងគ្មាន Return Typeទេ ដែលចែកចេញជាពី

- **Default constructor**: សំរាប់តំលៃObjectដោយមិនបញ្ជូន Data ពីនៅកន្លែងបង្កើតObjectsឡើយ។

- **Constructor with parameter**: សំរាប់តំលៃObjectដោយបញ្ជូន Data ពីនៅកន្លែងបង្កើតObjectsផ្ទាល់។

- **Copy constructor**: សំរាប់តំលៃObjectដោយចំលង Data ពី Object ណាដែលមានស្រាប់

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**Date: 16/Feb/2021**

**Trim or space for display on console:**

**cout.width(20); cout.fill(“ “); cout.setf(ios::left);**