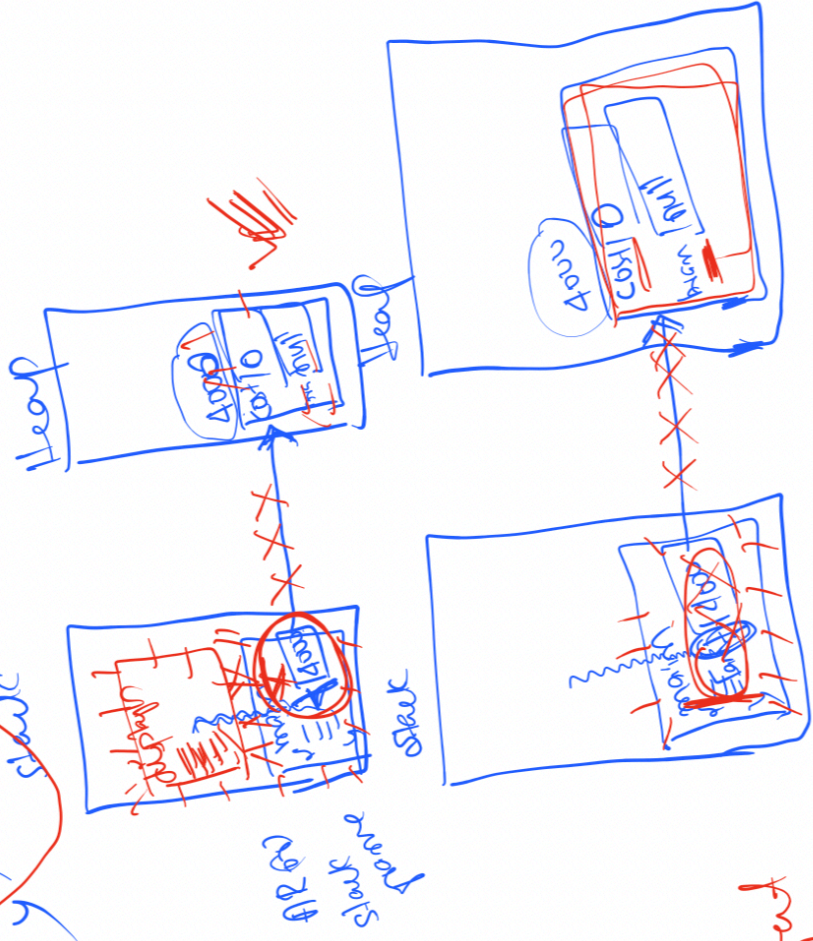


class Fan

```
{
    int cost;
    string brand;
    void disp()
    {
        S.O.P(cost);
    }
}
```

class Launch

```
{
    P s u m ( string clarg )
    {
        Fan f = new Fan();
        f.disp();
    }
}
```



object => instance
 object of class
 creation of object