1. **A class is a c++ vehicle for translating an abstraction to a user-defined type . It combines data representation and methods for manipulating that data into one neat package . A class declaration which describs the data component, in terms of data members functions , termed methods .the class definations , which describe how certain class member functions are implemented .**
2. **A class accomplish abstraction by representing the operations you can perform on a class object with a public interface of class method . A class accomplish encapsulation by hiding the details of the implementation , such as data representation and method code . A class accomplish data hiding by using private visibility (the default) for data members that means the data can be accessed only through the member functions .**
3. **An object is a variable or another data object , which is created and used according to the class definition , The relationship between a class and an object is the same as that between a standard type and a variable of that type.**
4. **If you creat several objects of a given class , each object comes with storage for its own set of data . But all the objects use the one set of member functions .**

**Methods are public , data members are private but that’s matter of policy not of class requirements .**

**5-**

#include <iostream>

#include <string>

using namespace std;

class BankAccount

{

public :

string name ;

string accountnumber ;

double balance = 0;

double withdraw = 0;

double diposited = 0;

public:

BankAccount(string n, string a, double b) ;

void displaymessage () ;

void deposit(double diposited );

void withdrawing( double withdraw);

};

**6-** **class constructors are called when you creat an object of that class or when you expictly call the constructor .**

**A class destructor is called when the object expires .**

**7-** BankAccount(string n, string a, double b) {

name = n;

accountnumber = a;

balance = b; }

8- **A default constructor has no arguments , Having a default constructor enables you to declare objects without initializing them .**

**10- The this pointer is available to class methods. It points to the object used to**

**invoke the method.Thus, this is the address of the object, and \*this represents the**

**object itself**