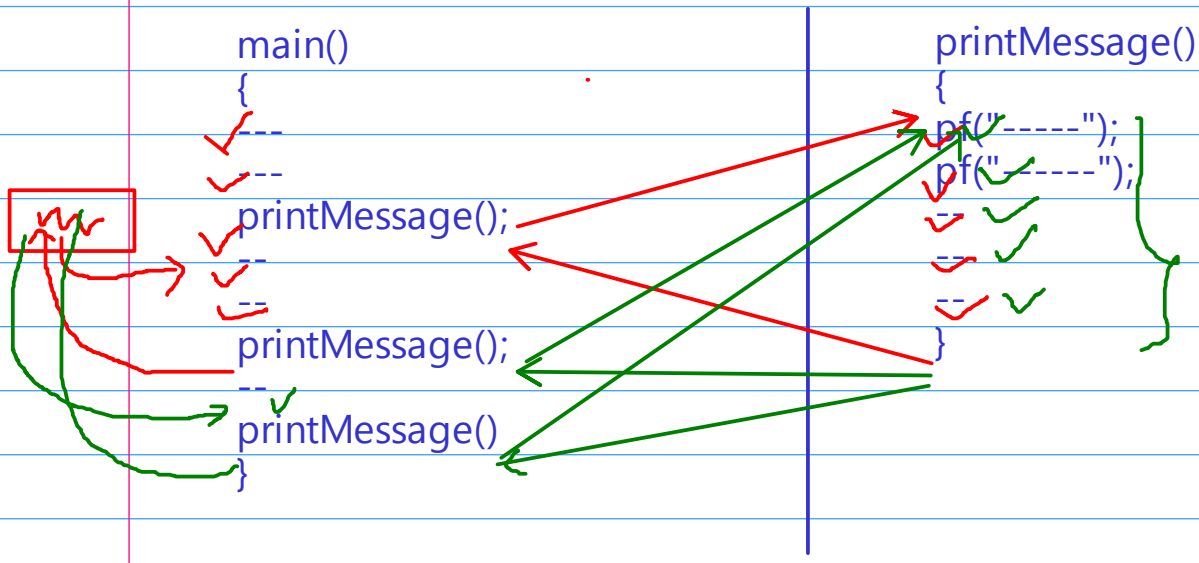
C++ => C + OOP

C++ => 100%

35 % => sec B

70%

FAR



#$

void printValue(int a) => printValue@int -zprintValuei

void printValue(int a,int b) => printValue@int,int -zprintValueii

void printValue(char a) => printValue@char

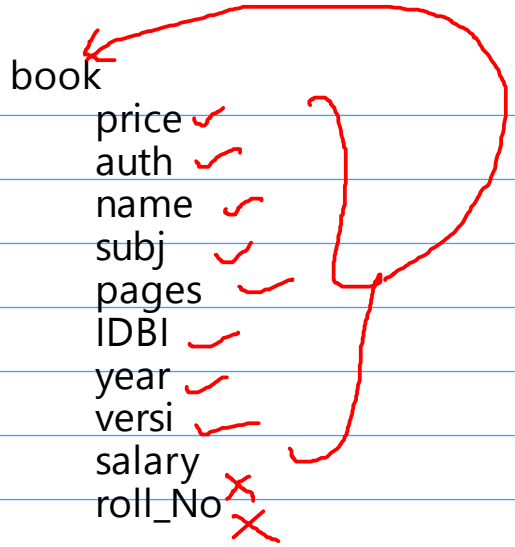
void printValue(int a,char c) => printValue@int,char

void printValue(char c,int a) => printValue@char,int

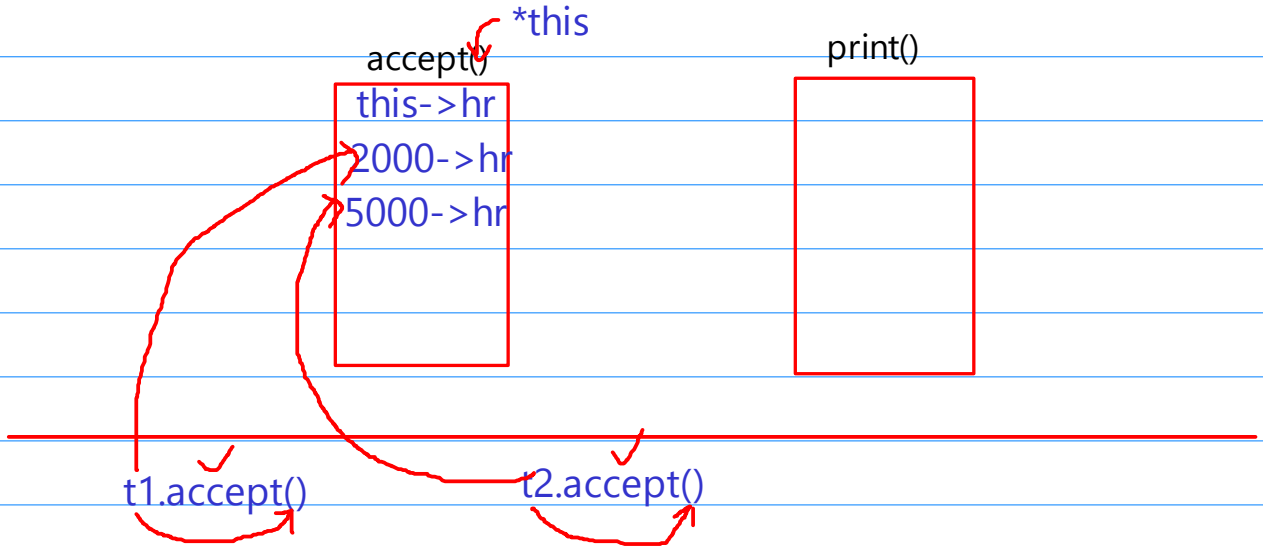
int -> 4 bytes => 32 bits

1 0 => 1 bit

bool => 1 byte => 8 bits



time
hr
min
sec



	hr	min	sec
t1	11	22	33
	2000		

	hr	min	sec
t2	9	51	44
	5000		

	hr	min	sec
t3	1	5	5
	7000		

cpp => this
java => this
c# => this
python => self

Structure in C

```
struct time {
   int hr, min, sec;
};
void accept( struct time *p) {
   scanf("%d:%d:%d", &p→hr,
   &p→min, &p→sec);
}
Main()
{
struct time t;
accept(&t);
 }
```

2200

2200->hr

p=4400

hr min sec

11 22 33

2200

gb

class in C++

```
class time {
   int hr, min, sec;
void accept(){
scanf("%d:%d:%d",&hr,  &min,
   &sec);
}
};
Main()
{
time t;
t.accept();
 }
```

const 5500

time *this

mb

&this->hr

5500->hr

hr min sec

t=> 11 22 33

5500

current obj / calling obj

basic

app

req

int n1;

n1=10

n1=15

int &ref = n1

ref = 50

cout<< ref => 50

cout<<n1 => 50

n1 ref

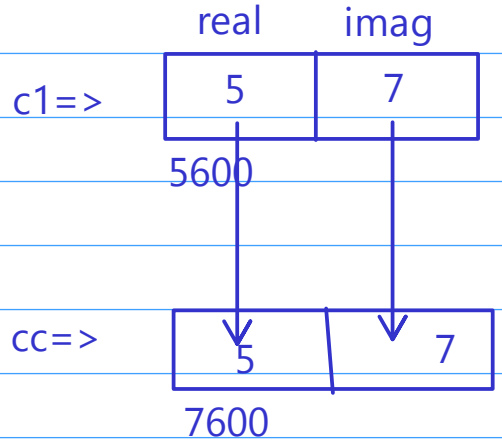
50

2200

int a => int data type vari as a

int *p =>int pointer type vari

int &r => int ref type vari



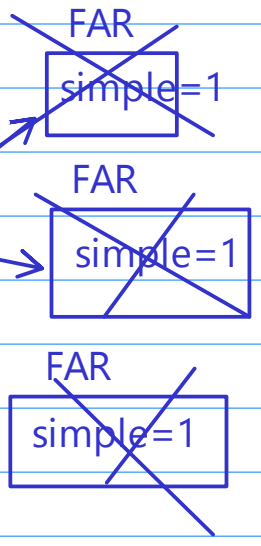

```
complex
{public:

sum(complex &c2)
{
 this-> c1
c2 => para
}

}
```

```
main()
{

  complex c1(5,7)
  complex c2(3,2)


 c1.real+c2.real //error

 c1.sum(c2)


}
```

```
   void staticDemo()
   {
      int simple=1;
      static int staticData;
         staticData++;
   }
```

DS

staticData

3

```
main()
{

staticDemo();
staticDemo();
staticDemo();

}
```