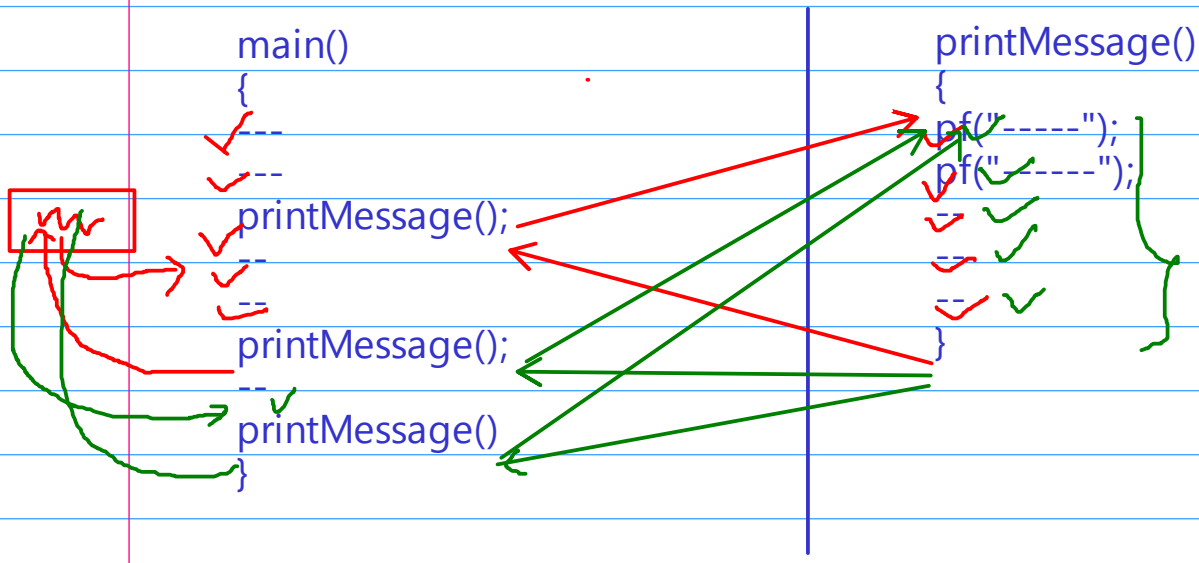
C++ => C + OOP

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

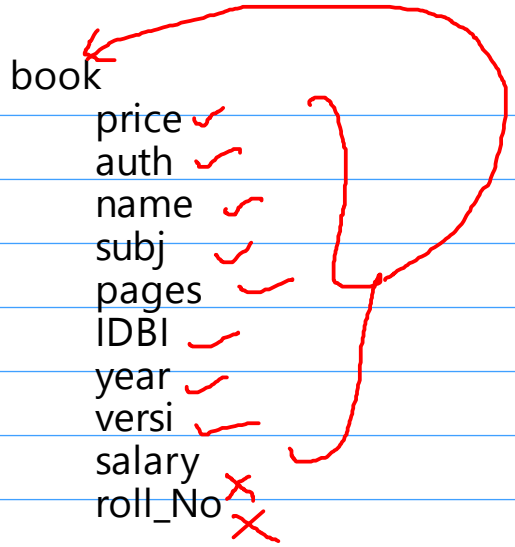
void printValue(int a,char c) => printValue@int,char

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

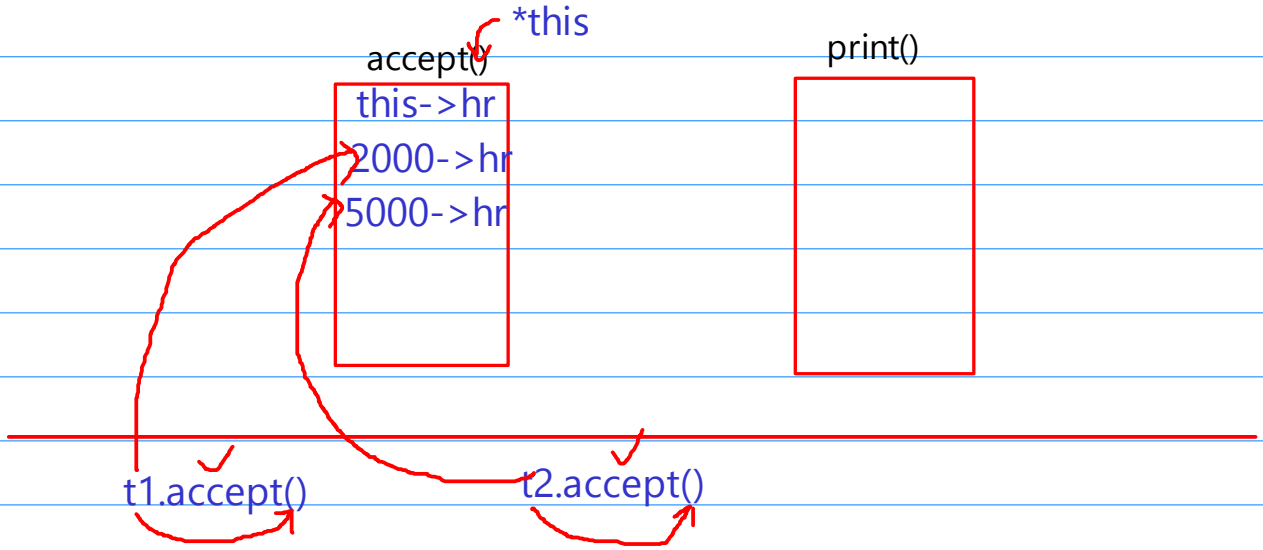
int -> 4 bytes => 32 bits

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);
 }
```

gb

2200

2200->hr

p=4400

hr min sec

11 22 33

2200

## 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