

18 - CLASSES in C++

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[CLASSES in C++](#)

- OOP is a style on how to write your code
- C++ doesn't imply certain things but support it
- way to group data and functionalities together
- Variables made of class are called object variables
 - And a new object is an instance of that class
- Defining a class we define the visibility of the variables and functions
 - By default the visibility is private, need to specify as public to access or protected
- Functions inside classes are called methods
- USEFUL TO GROUP THINGS TOGETHER AND ADD FUNCTIONALITIES TO THE OBJECT



CLASSES vs STRUCTS in C++

- Kind a similar one
- there is no much difference
- the main difference is the visibility options in structures (private, public, protected)
 - Class is private by default
 - struct the default is public
- But this is technically, but the use in code may differ
- struct exists by backward compatibility with previous versions
 - the compiler wouldn't know what it was in old codes
- The usage differs
 - That is no right or wrong answer, differ by opinion
- struct used just to represent variables
- Never use a structure with inheritance, go to classes