Introducti0n of oops and c++

OOPS :

* Object Oriented Programming System

5 major topic:

1. Class and object
2. Inheritance
3. Encapsulation
4. Polymorphism
5. Abstraction

Class & Object

Class :

* Class is group of data members and member functions.

Object:

* Object is blueprint of class.
* Through the object we can access all the properties of class.

Access Specifiers :

1. Public
2. Private
3. Protected

Constructor :

* Constructor is a Special Method that is invoked automatically at the time of object creation.
* and it is member function of class.

Destructor :

* Destructors are special member functions in that are invoked automatically when an object's lifetime ends.
* It has same name as class with ~ sign.

Types of Constructor :

1. Default Constructor
2. Parameterized Constructor
3. Copy Constructor