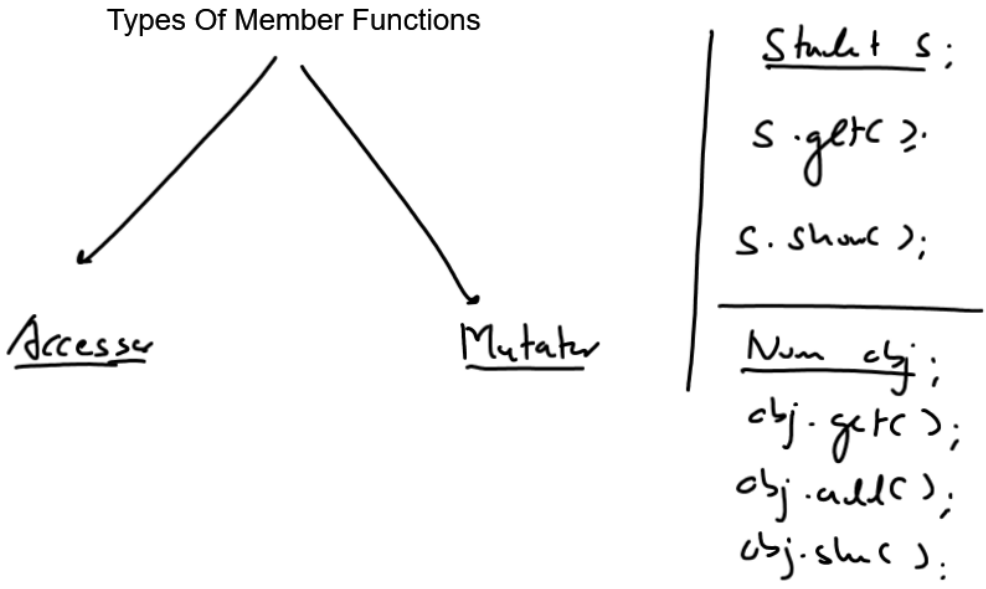

In C++ , all the member functions of the class can be broadly divided into 2 categories:

1. Accessors

2. Mutators

Accessors: These are those member functions which **NEVER** change the value of the data member of their **CALLING OBJECT**.

For ex : In the class **Student** we had a member function called **show()** which displyed the values of **roll**, **grade** and **per** . Since show() NEVER changed the values of the Student object which called it so it will be an ACCESSOR MEMBER FUNCTION

Mutators: These are those member functions which CHANGE the values of the data member(s) of their **CALLING OBJECT**.
For ex: In the class **Student** we had a member function called **get()** which accepted input for **roll**, **grade** and **per** . Since **get()** changed the values of the Student object which called it so it will be a MUTATOR MEMBER FUNCTION

CLASSIFICATION OF PROGRAMMING LANGUAGES ACC TO OOP
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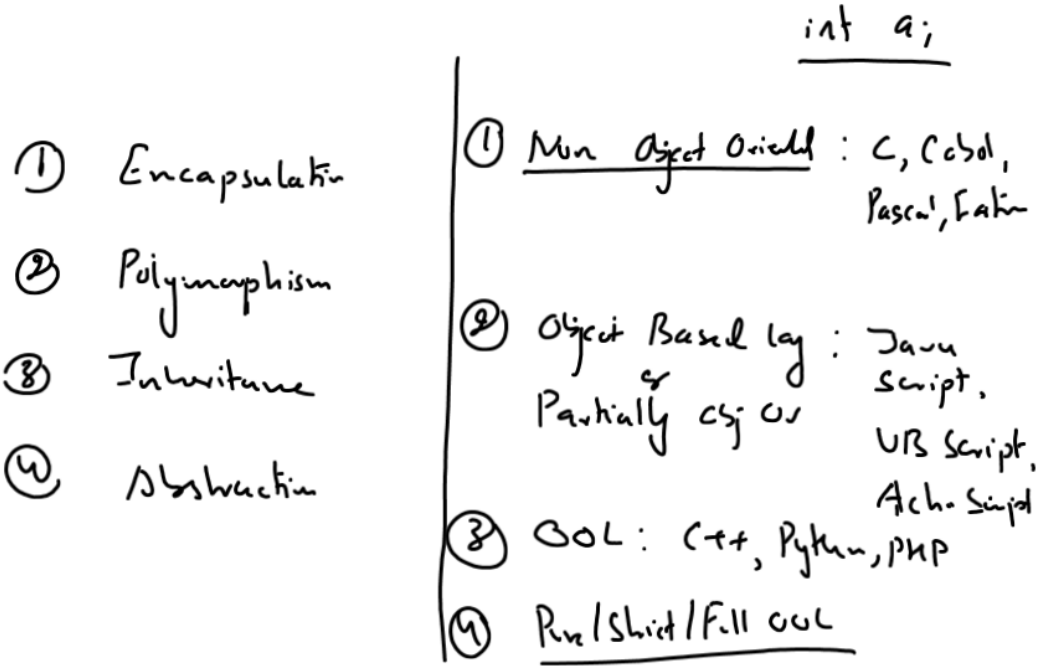

According to OO programming we have 4 types of Programming langauges and this classification is based on the support which a langauge provides to 4 most impt principles of OOP called as

1. Encapsulation
2. Polymorphism
3. Inheritance
4. Abstraction

Followings are the names of these classification

1. Non-OO languages
2. O-Based language also known as Partially OO language
3. OO languages
4. Pure/Strict/Full OO languages

1. Non-OO Languages: These are those languages which don't support any of the principles mentioned above. The most popular example in this category is C language and others are COBOL, PASCAL, FORTRAN. etc.

2. Object Based langauges