- 1. Class declare and print, Recursive class
- 2. Class Access modifiers: Public, Private, Protected, Inheritance, **Protected** variables are only accessible if they inherited by other class.
- 3. Constructor, Overload, Destructor: Destructor is called in descending order.and uses only when it took memory from memory [new variable]
- 4. Dynamic Object in C++ / creating object using pointer,