```
class Test   Data Type          Test t;

{
    private:

        char c;
        int num;
        float f_num;
    public:
```



```
};
```

Circle divided into top "Data" and bottom "function".
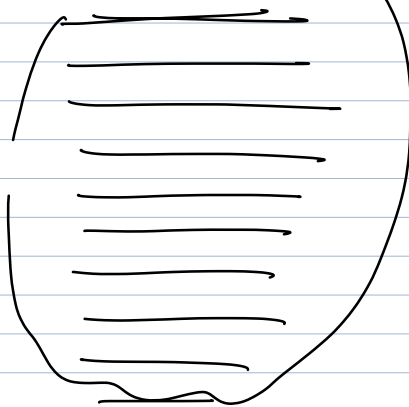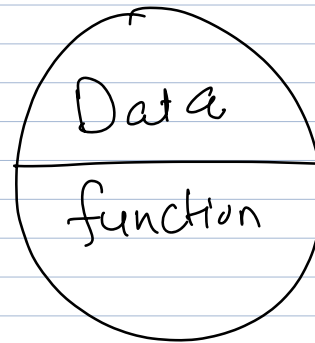
```
Struct MassAndDistance    →  Type Name.
{
    double m1, m2, r;
}

    Struct MassAndDistance    earthSun;

class MassAndDistance    →  Type Name
{
    private:
        double m1, m2, r;
    public:
        ≡


};

    MassAndDistance   earthSun;
```

test.C

Struct MassAndDistance
 {
   double m_1, m_2, r;
 };
	Define
	 a new type

```
int main(){
  Struct MassAndDistance X1;
  X1.m1 or X1.m2 or X1.r
}
```

8   8   8
| m1 | m2 | r |

```
void show () {
  struct MassAndDistance X2;
  X2.m1 | X2.m2 | X2.r
}
```

8   8   8
| m1 | m2 | r |

```
void handleError () {
  Struct MassAndDistance X3;
  X3.m1 | X3.m2 | X3.r
}
```

8   8   8
| m1 | m2 | r |

C:

Structure NewType
 { Type1 mem_1;
   Type2 mem_2;
     '
     '
   Type_n mem_n;
 };
 Type-1 ——— Type-n
 Data Members
 Struct NewType V;
	Class NewType
	 { private:
	     // Data member
	     // member function
	   public:
	     // Data member
	     // member function
	 };
	 NewType V;

V. mem_1   to   V. private_data_mem   ✗

V. mem_n   V. private_mem_function ✗

                         V. public_data_mem   ✓
                         V. public_mem_function   ✓

Programming/
s/w development

कशी करायची ?

अनुभवी लोकांना विचारा.

अनुभवांचा मार्ग   मार्ग   मार्ग   मार्ग

Procedural   Object based   Object Oriented   Generic
              └ तत्व :

              [Principle ↑,
               Data Abstraction]