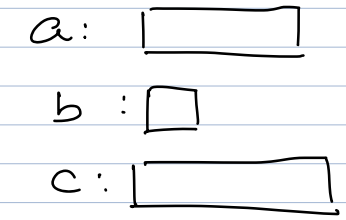
```
int a;   // memory is allocated
char b;  // memory is allocated
float c; // memory is allocated
```

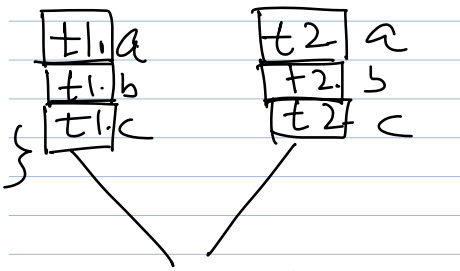



```
int main(void)
{
    a = 500;
    cout << a << "\n";
    cout << b << "\n";
    cout << c << "\n";
    return 0;
}
```

```
Struct Test
{
    int a;
    char b;
    float c;
};

int main(void)
{
  printf("%d\n", a);   X
  printf("%c", b);     X
  printf("%f", c);     X
}
```

```
Class Test
{
    int a;
    char b;
    float c;
};

int main(void)
{
  cout << a << "\n";   X
  cout << b << "\n";   X
  cout << c << "\n";   ✓
}
```

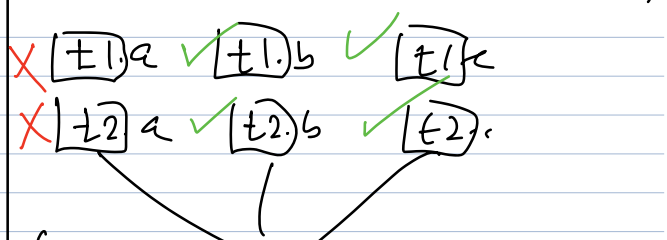
```
void test_1 (void)
{ struct Test t1;
//a, b, c got memory

  struct Test t2;
//a, b, c, got memory
```



Qualification instance name

Rule: members of struct require structure instance qualification.

```
void test_1 (void)
{
   Test t1;  // a, b, c got
             // memory
   Test t2;  // a, b, c got memory
```



Qualification object name qualification.

Rule: Members of class require object name qualification.

Dr. XYZ

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