C++

A complete documentary.

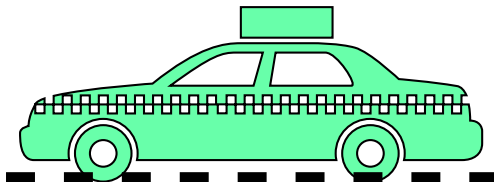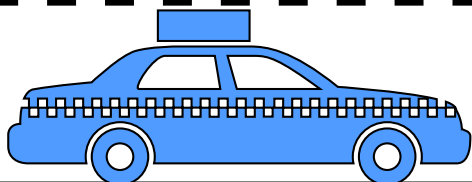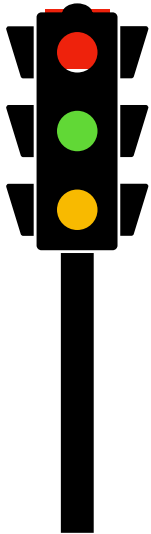### By Prince Agarwal.
["Hello World"]

Object Oriented Programming

(OOPs)

Rules are defined :-
To drive a car

1. Follow the traffic light

2. Don't speed up.
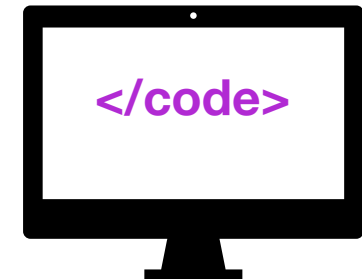
3. Avoid drunk and drive

Object Oriented Programming

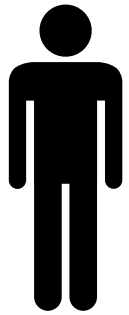**(OOPs)**

Rules are defined :-
To write a code

* This is pre-defined Rules in order to create a code.

1. Code show less error.

2. Execution time is less

3. Code is efficient
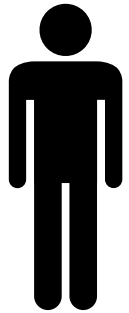
`</code>`

Oops contains following Properties : -

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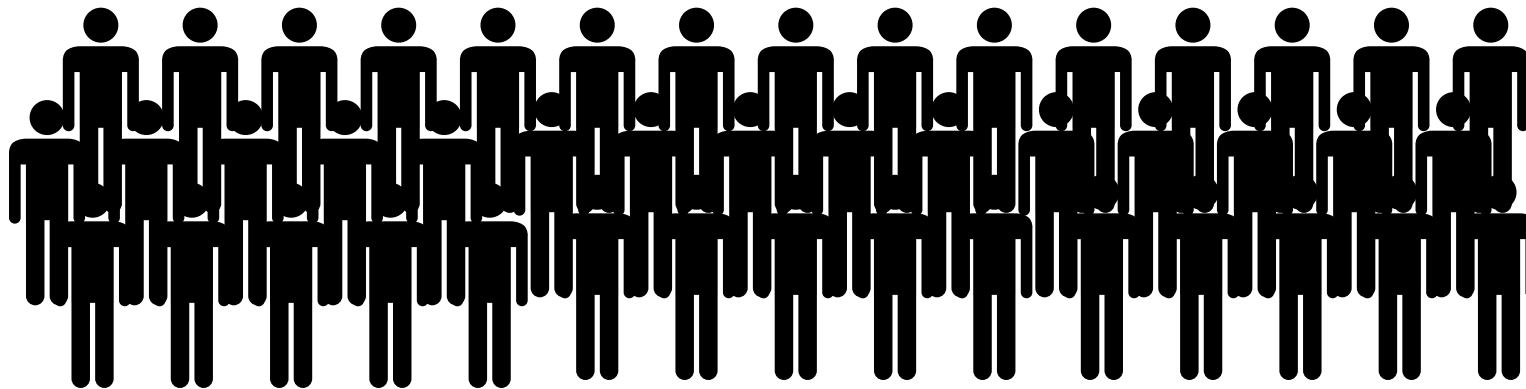5. Overloading

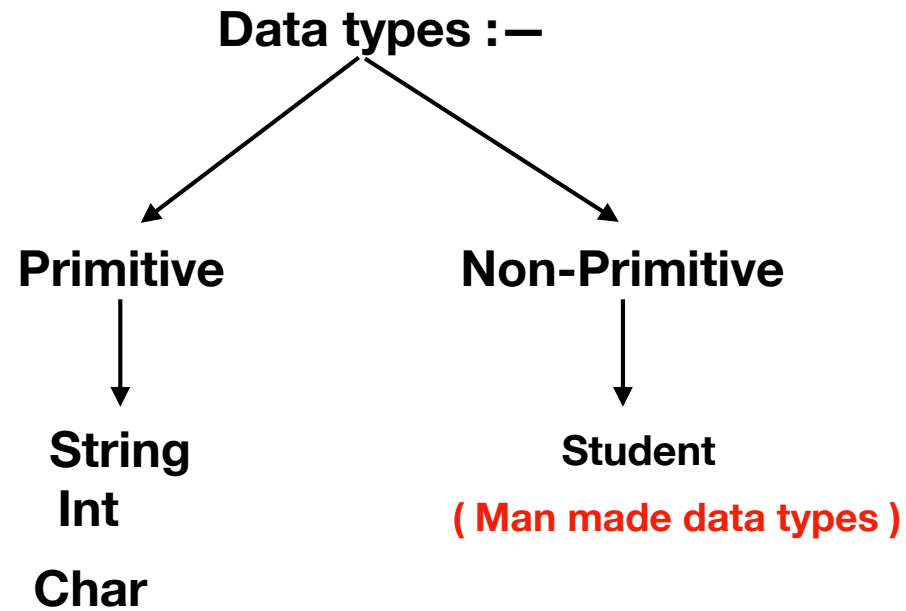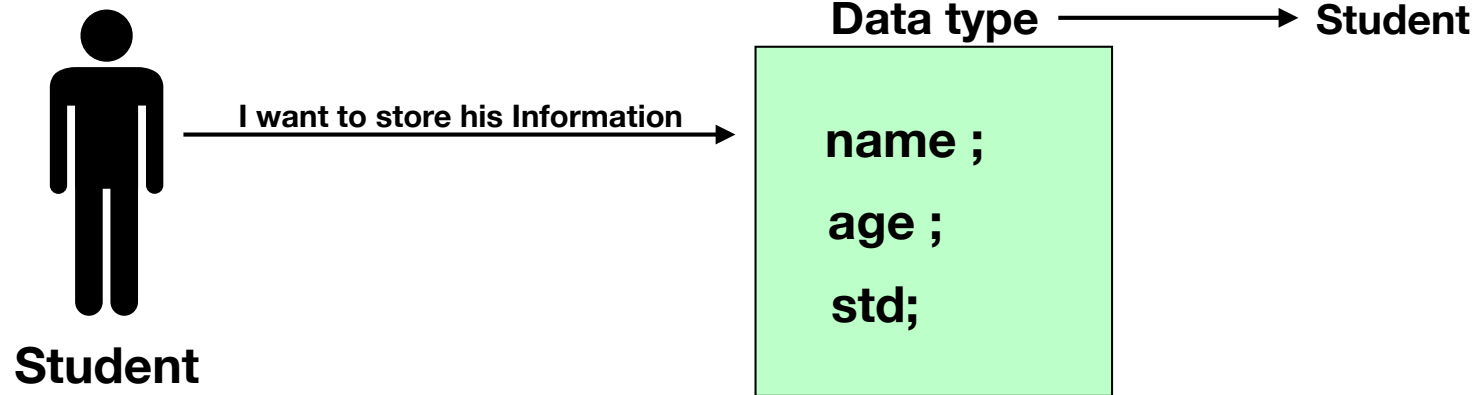Student → I want to store his Information → **String name ;**
 Int age ;
 Int std;

Student → I want to store his Information → **String name ;**
 Int age ;
 Int std;

Lots of students

Student

I want to store his Information

Data type → **Student**

name ;

age ;

std;

Data types :—

Primitive

Non-Primitive

String

Int

Char

Student

(Man made data types)

We want to make data types in our accordance

Student

I want to store his Information

Data type $\longrightarrow$ Student

name ;

age ;

std;

C

C++

Struct

Class
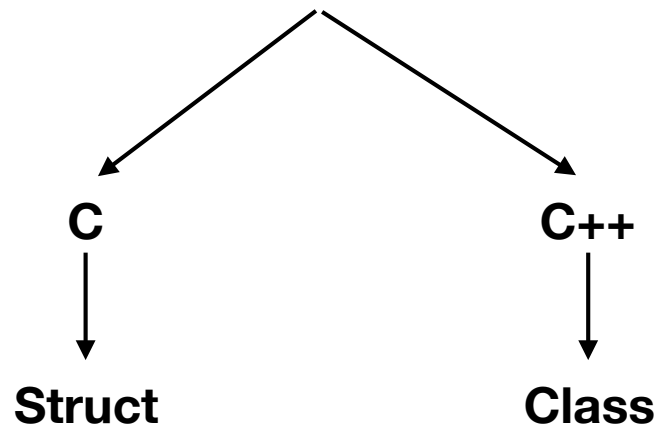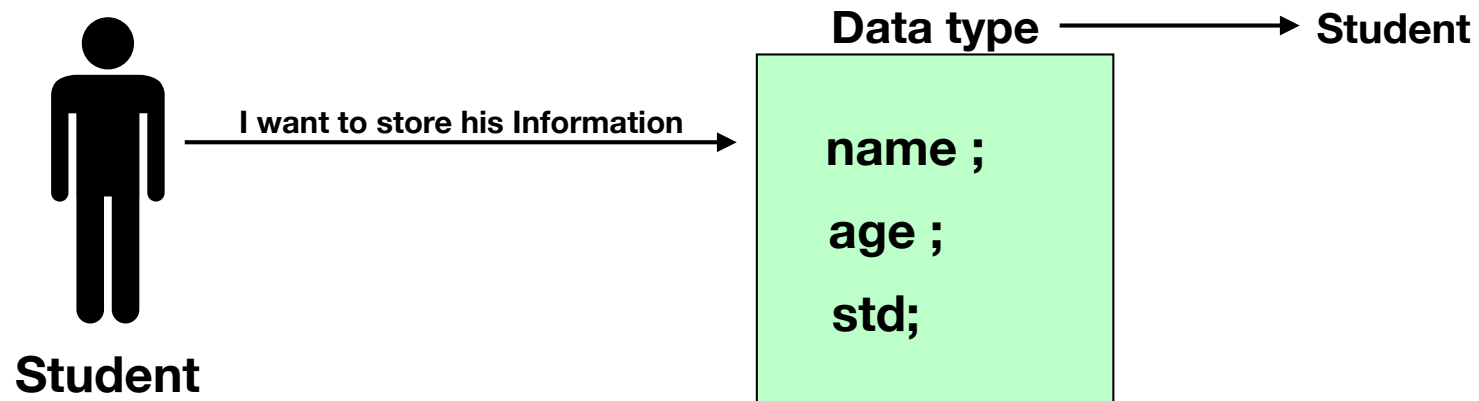
There are too many features are Added .

Data types : —

String
Int
Char

Students
x y z … (Man made data types)

```
#include<iostream>
Int main()
 {

    int  num;



 }
```

Data types
 (Inbuilt)

Variables

num
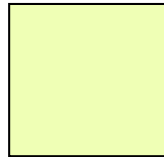
```
#include<iostream>
Int main()
 {

    Students  num;



 }
```
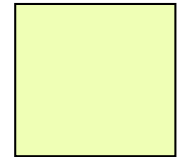
Data types
(man made)

Objects

num

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Hello World

*" If you feel any problem then comments in my video
I will reply as soon as possible "*

- Prince Agarwal