```
#include <iostream>
#include <string>
using namespace std;

class Person{
	public:
	string my_name;
public:
	void  hello(){cout<<"hello";}
};

int main(){
	Person x;
	x.my_name="Ivan";
	x.hello();
	cout<<x.my_name;
	return 0;
}
```

****

```
#include <iostream>
#include <string>
using namespace std;

class Person{
```

```
    private:
    string my_name;

public:
    void setName(string s){ my_name=s;};
    string getName() {return my_name; };
    void  hello(){cout<<"hello";}
};

int main(){
    Person x;
//x.my_name="x"; -ошибка , т.к. private
    x.setName("Ivan");
    x.hello();
    cout<<x.getName();
    return 0;
}
```

С конструктором

```
#include <iostream>
#include <string>
using namespace std;

class Person{
```

```
        private:
        string my_name;

public:
        Person(string my_name){ this->my_name=my_name;
                                cout<<"I am"<<my_name; } ;

        ~Person() {cout<<endl<<" GoodBye" <<endl;};

        void setName(string s){ my_name=s;};
        string getName() {return my_name; };
        void  hello(){cout<<endl<<"hello";}
};

int main(){
        Person x("Ivan");
        x.hello();
        cout<<endl<<" I change name";
        x.setName("Peter");
        x.hello();
        cout<<x.getName();
        return 0;
}
```

Много конструкторов

```
#include <iostream>
#include <string>
using namespace std;

class Person{
   private:
        string my_name;
        public:
                string group;
public:
        Person(){cout<<"Create person";};
        Person(string s){ my_name=s; } ;
        Person(string s, string g){ my_name=s;    group=g; } ;
        void setName(string s){ my_name=s;};
        string getName() {return my_name; };
        void  hello(){cout<<endl<<"hello";}
        void info(){cout<<endl<<"name"<<getName()<<"group:"<<group;}
};

int main(){
        Person x("Ivan");
x.group="426";
x.info();
```

```
        Person y("Petr","427");
y.info();


Person z;
z.group="428";
z.setName("Vasya");
z.info();
        return 0;
}
```

НАСЛЕДОВАНИЕ

```
#include <iostream>
#include <string>
using namespace std;

class Person{
        private:
        string my_name;
public:
        void setName(string s){ my_name=s;};
        string getName() {return my_name; };
        void  hello(){cout<<endl<<"hello";}
};

class Student: public Person
```

```
{
private:
   string group;
public:
        void setGroup(string s){ group = s; };
        string getGroup() {return group; };
        void Info() { cout<<endl<<"name: "<<getName()
                        <<" group: "<< group<<" ";            }
};

int main(){
Person x;
x.setName("Ivan");
        x.hello();
        cout<<x.getName();

Student y;

y.setName("Petr");
y.hello();
        cout<<y.getName();
        y.setGroup("426");
        y.Info();
return 0;
}
```

Наследование -Конструктор без параметров

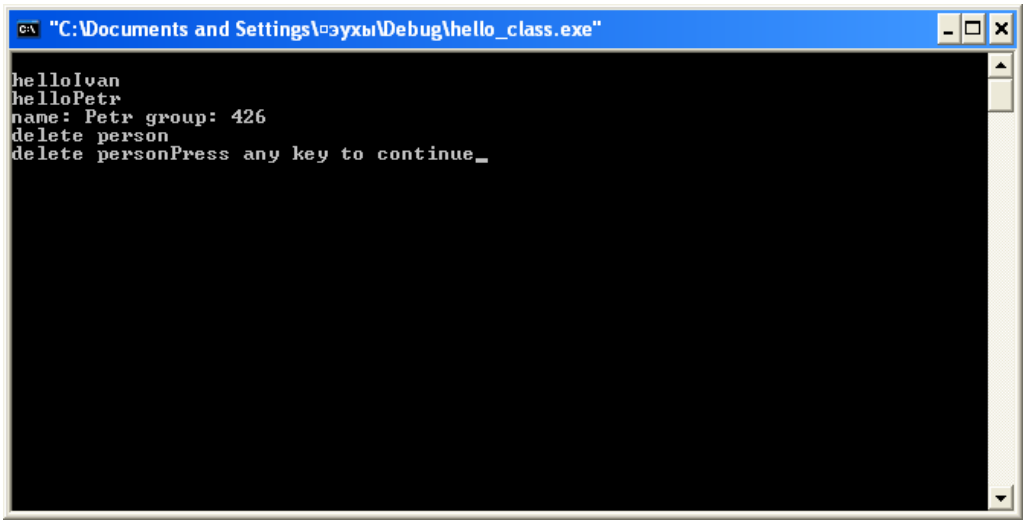
```
#include <iostream>
#include <string>
using namespace std;

class Person{

        private:
        string my_name;

public:
        Person(){ cout<<endl<<"Create person";}
        ~Person(){cout<<endl<<"delete person";}
        void setName(string s){ my_name=s;};
        string getName() {return my_name; };
        void  hello(){cout<<endl<<"hello";}
};
class Student: public Person
{
private:
   string group;
public:
        void setGroup(string s){ group = s; };
        string getGroup() {return group; };
```

```
        void Info() { cout<<endl<<"name: "<<getName()
                        <<" group: "<< group<<" ";   }
};
int main(){
Person x;
x.setName("Ivan");
        x.hello();
        cout<<x.getName();
```

Student y;

```
y.setName("Petr");
y.hello();
        cout<<y.getName();
        y.setGroup("426");
        y.Info();
        return 0;
}
```

Результаты



Наследование -Конструктор с параметрами

```
#include <iostream>
#include <string>
using namespace std;
class Person{
        private:
        string my_name;
public:
        Person(string my_name){
                this->my_name=my_name;
                cout<<"Create person";}
        ~Person(){cout<<endl<<"delete person";}

        void setName(string s){ my_name=s;};
        string getName() {return my_name; };
        void  hello(){cout<<endl<<"hello";}
};

class Student : public Person
{
private:
   string group;
public:
        Student (string s, string g): Person(s){ group=g;   }
```

```
        void setGroup(string s){ group = s; };
        string getGroup() {return group; };
        void Info() { cout<<endl<<"name: "<<getName()
                        <<" group: "<< group<<" ";                }
};
int main(){
        Person x("Ivan");
        x.hello();
        cout<<x.getName();

Student  y("Petr","426");
y.hello();
        cout<<y.getName();
        y.Info();
        return 0;
}
```