

Pillars of OOPs:→

- * Inheritance → class A : public B {
}
- * Polymorphism → override | virtual
- * Encapsulation
- * Abstraction

Constructor: → It is a special method used to create, initialize, instantiate objects of a class.

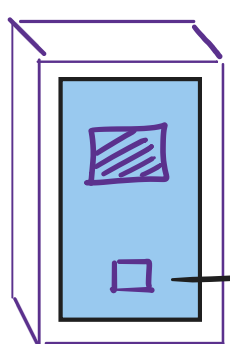
1. It is written `ClassName()`
2. There can be multiple constructors in a class.
(Polymorphism) (Overloading)
3. If we don't create a constructor, the compiler creates a default one itself.
4. If we create a constructor, the default constructor gets destroyed / deleted. ^{compiler}

Two types: ① Default / No-argument constructor.
② Parameterised constructor. → user

Encapsulation: The process of wrapping the data inside a class by using the "private" access modifier, so that the data is not accidentally modified, is called "encapsulation".

To access (not modify) the data outside, we use special methods:
(assign) setters public getters (retrieve)
(friend class)
(8822185799)

** (pure virtual functions) Abstraction: →



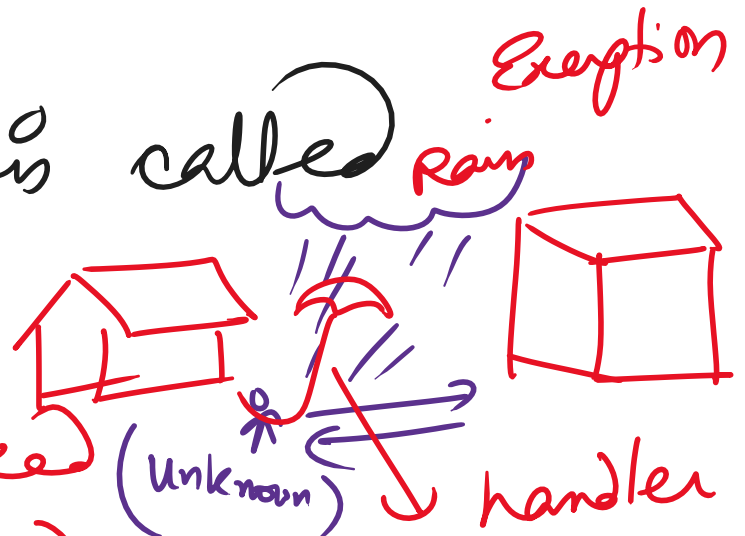
Some random Device: (Function) Show: What is happening
(Implement) Hide: How it is happening

* Showing the functionality to the user & hiding the implementation details from the user is called data abstraction.

Exceptions: → Anything that disturbs / disrupts the normal flow of execution of code is called exception.

The process of handling exceptions is called "Exception Handling"

- ① Checked (known)
- ② Unchecked (unknown)
- ③ Custom (user defined)



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