

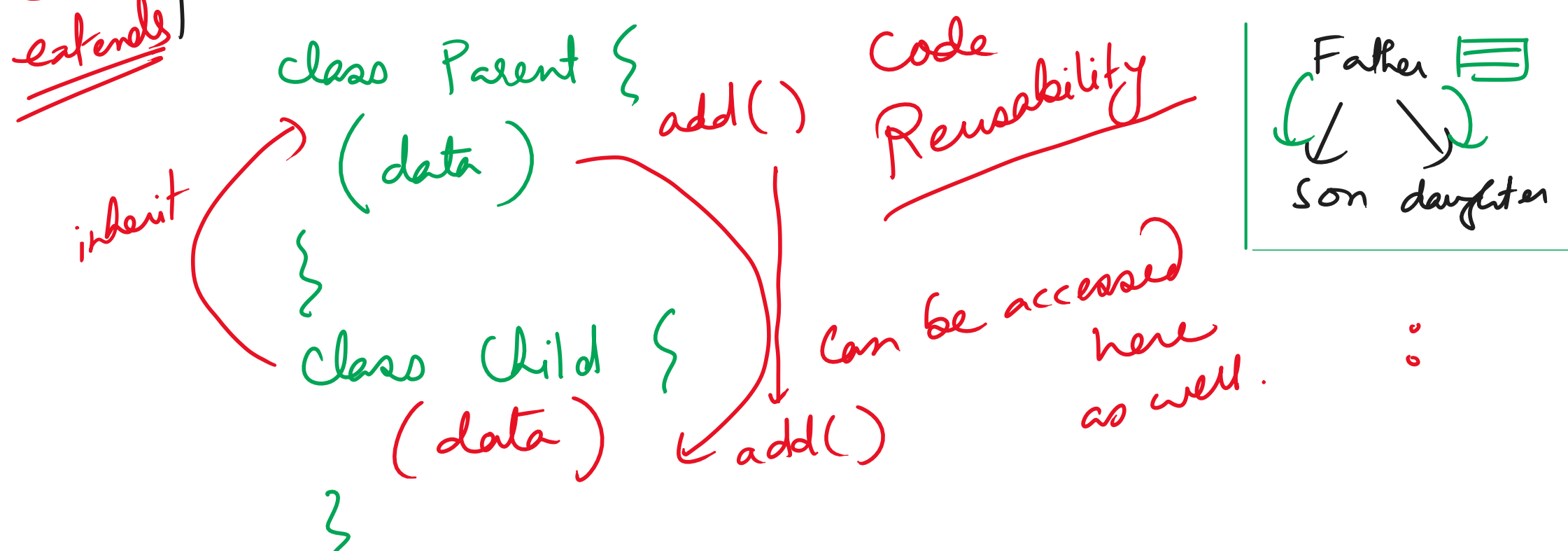
## Object Oriented Programming (contd!!)

- \* Basic OOPS (Classes & Objects)
- \* Attributes / Properties / Fields
- \* Constructors & types
- \* Creating Objects (Heap Memory)
- \* Destroying Objects (Destructors)
- \* "Functions" == "Methods" (In OOPS we call methods)
- \* Access Specifiers (public / private / protected)
- \* Static keyword & its uses
- \* Use of the "Scope Resolution Operator" [::]
- \* Namespaces

## 4 Pillars of Object Oriented Programming

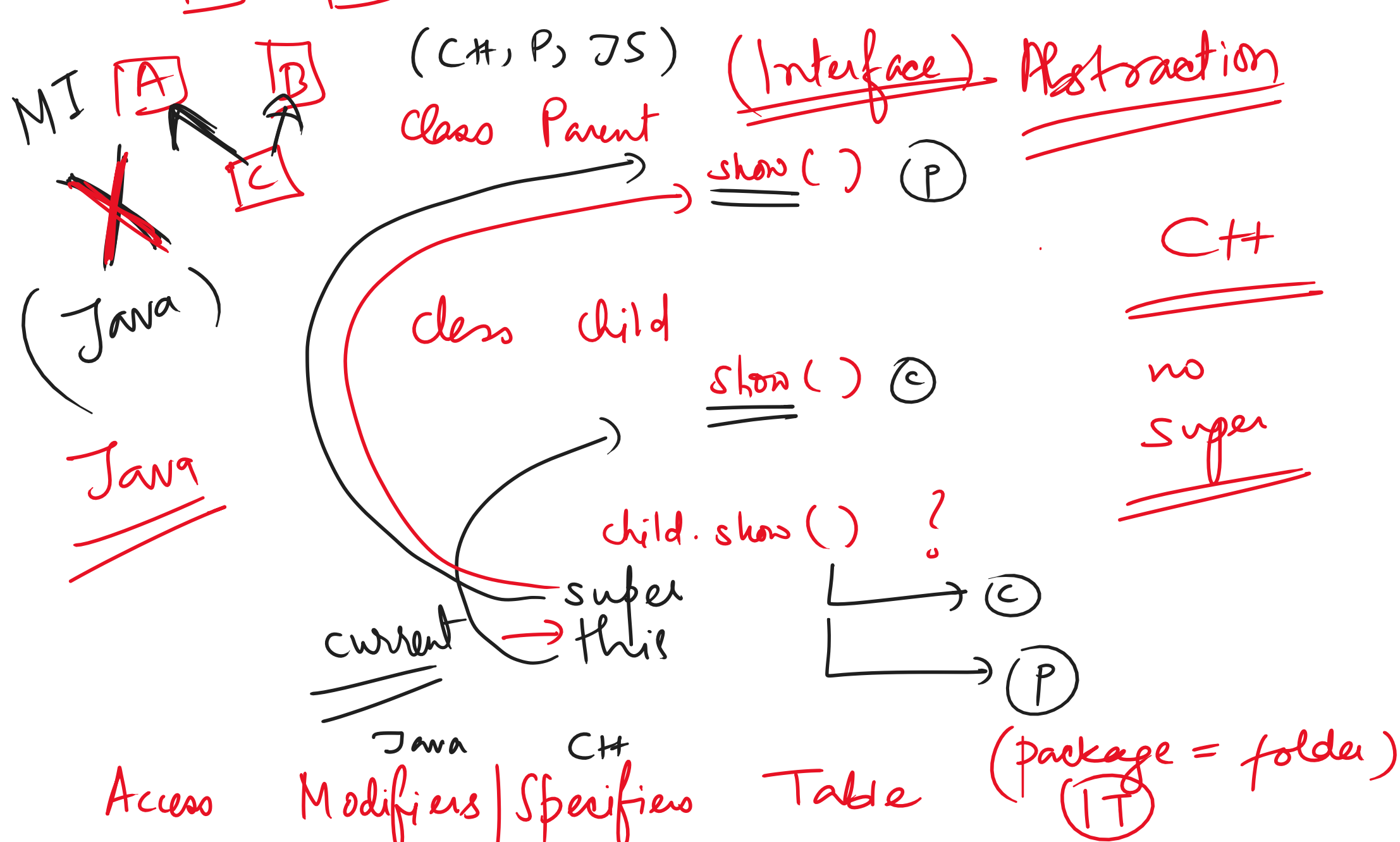
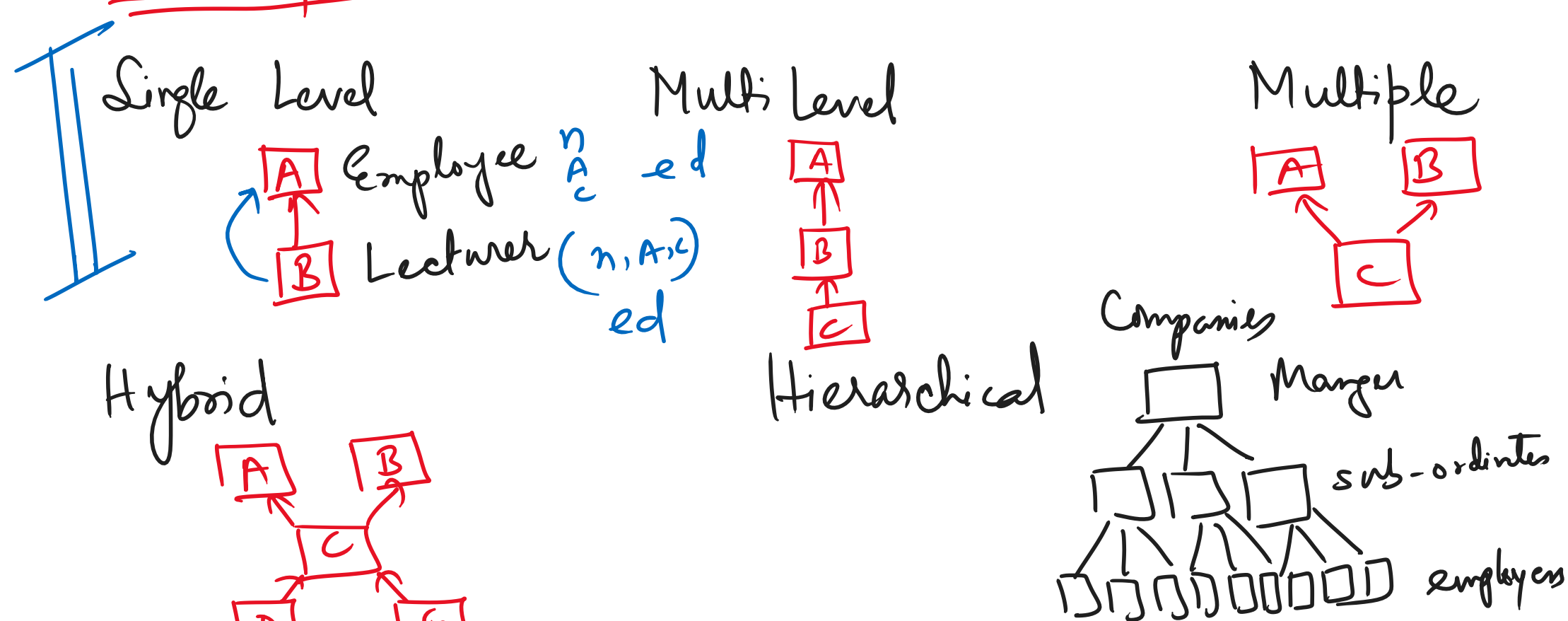
- \* Inheritance
- \* Polymorphism
- \* Abstraction
- \* Encapsulation
- [\* Association]

Inheritance :-> The property by which a child class object can access data from the parent class, is called inheritance.



## Five Types:

[Code Runner] (compiler: mingw / gcc)



	Name	Inside Class	Outside Class	Inside Package	outside package
C++	public	Yes	Yes	Yes	Yes
	private	Yes	No	No	No
	protected	Yes	Yes	Yes	Inheritance (Yes)
Java	default	Yes	Yes	Yes	No

p2 package private

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