

3rd Sem ISE:

1st →
2nd → C
3rd → Java
College

Bigfic
C | C++

Pranav OOPS

functions

OOP

methods

Class: → A class is a blueprint / template to create / initialize / instantiate objects.

It has no memory of its own.

Object: → It is an entity which helps us to access all the data inside a class.

By default all data inside class is "private"

instance variables

Fields
Attributes
Properties

Name
Age
Company

e1 ("Sachin", 32, "Bigfic")
↳ object

ClassName obj = Classname();

Constructor

* A constructor is a special method used to create objects.

* It is created by writing ClassName followed by ().

* There can be multiple constructors in a class. (Polymorphism)

* There are two types of constructors:

(Compiler) ← (1) Default Constructor / No argument constructor

(User) ← (2) Parameterized Constructor

* When we don't create a constructor, the compiler auto-generates one for us.

*** * If we create our own constructor, the default constructor gets deleted.

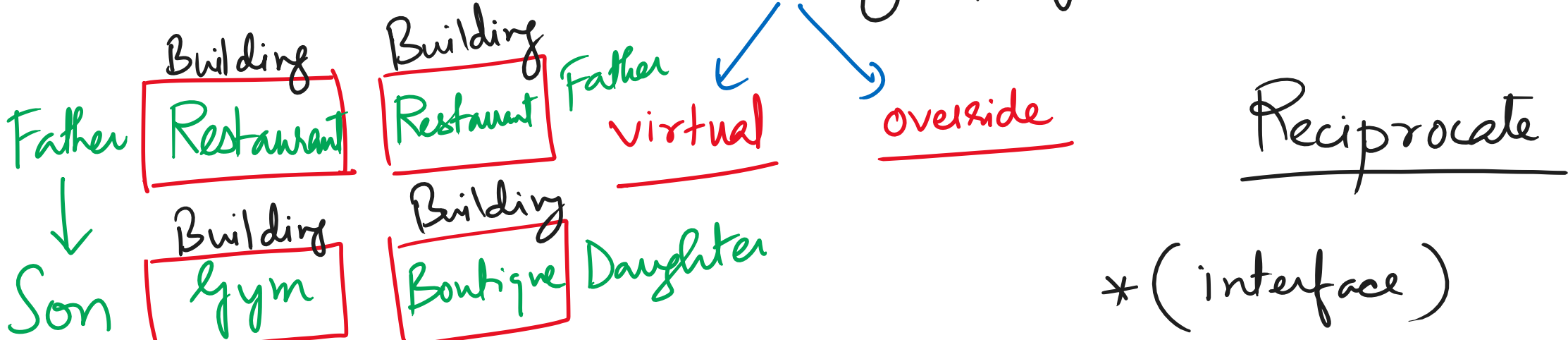
* A destructor is a special method used to destroy the object after program execution.

* Syntax → ~ClassName()

* There can be only 1 destructor in a class.

* We do not call the destructor, it is called by itself.

RBI Compile Time | Overloading | Static | Same Class
7% Runtime | Overriding | Dynamic | Different Classes
6.5



Abstraction

Shown What is happening (Functionality)

Hidden How it is happening (Implementation)

Shown the functionality & hiding the implementation from the end user is called Abstraction.

* It is done to achieve better user experience & generate customer satisfaction.

* Anything that disturbs / disrupts the normal flow of execution of code is called exception. The process of handling exceptions is called exception handling.

operations
try
clicking
calculation
submit
login

catch

mistakes
messages

20/5 = 4 (normal)

20/0 = (undefined) (∞)

"Message"

Cannot divide by zero.
(Meaningful)

* namespace dev1

dev2 namespace

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Session Code:

18117

Saurav

add
add
file1.cpp

∞∞

scope resolution operator