

**Objective:** The objective of this lab assignment was to learn about objects , object methods , attributes and their behaviours in C++. This includes access modifiers, static variables, const members, and arrays of objects .

**Learnings:**

1. **Access Modifiers:** Explored the significance of public and private access modifiers within a class structure. Learned that private members can only be accessed within the class itself, while public members are accessible externally.
2. **Class Constructors and Destructors:** Studied the implementation and role of default constructors, parameterized constructors, copy constructors, and destructors within a C++ class.
3. **Static Variables and Const Members:** Understood the usage of static variables within a class to track object counts and const members to maintain constants within the class structure.
4. **Arrays of Objects:** Investigated the creation and manipulation of arrays containing objects and visualized these objects on a 2D plane.

**Challenges:** Working with static variables and const members required a careful understanding of their behavior within the class and their interaction with object instances.

**CODE NOTES :**

1. Private members in a class are only accessible within the class itself, whereas public members allow interaction from external scopes.
2. Static variables are more sort of type global variable of a class that track class-wide information, such as object counts, while const members maintain constants within the class structure.