**Introduction to OOP**

When the problem become complex, we come to know that we can’t leave the data outside. Somehow the data processed by the program show be present inside it as a part of it. Then we need object-oriented programming.

Function and Structure?

**Features:**

* Objects: is collection of data and function
* Classes
* Real-World Modeling
* Reusability
* Information Hiding
* Polymorphism

what are Access Specifiers?

There are 3 access specifiers for a class/struct/Union in C++. These access specifiers define how the members of the class can be accessed. Of course, any member of a class is accessible within that class(Inside any member function of that same class). Moving ahead to type of access specifiers, they are:

**Public** - The members declared as Public are accessible from outside the Class through an object of the class.

**Protected** - The members declared as Protected are accessible from outside the class BUT only in a class derived from it.

**Private** - These members are only accessible from within the class. No outside Access is allowed