// C++ program to demonstrate accessing of data members
```cpp
#include <bits/stdc++.h>
using namespace std;
class Geeks {
    // Access specifier
public:
    // Data  Members
    string geekname;
    // Member Functions()
    void printname() { cout << "Geekname is:" << geekname; }
};
int main()
{
    // Declare an object of class geeks
    Geeks obj1;
    // accessing data member
    obj1.geekname = "Abhi";
    // accessing member function
    obj1.printname();
    return 0;
}
```

There are 2 ways to define a member function:

- Inside class definition
- Outside class definition

To define a member function outside the class definition we have to use the scope resolution :: operator along with class name and function name.

// C++ program to demonstrate function
// declaration outside class
```cpp
#include <bits/stdc++.h>
using namespace std;
class Geeks
{
    public:
    string geekname;
    int id;

    // printname is not defined inside class definition
    void printname();
```

```cpp
    // printid is defined inside class definition
    void printid()
    {
        cout <<"Geek id is: "<<id;
    }
};

// Definition of printname using scope resolution operator ::
void Geeks::printname()
{
    cout <<"Geekname is: "<<geekname;
}
int main() {

    Geeks obj1;
    obj1.geekname = "xyz";
    obj1.id=15;

    // call printname()
    obj1.printname();
    cout << endl;

    // call printid()
    obj1.printid();
    return 0;
}
```

```cpp
// Program to illustrate the working of
// objects and class in C++ Programming
#include <iostream>
using namespace std;

// create a class
class Room {

  public:
        double length;
        double breadth;
        double height;

        double calculateArea() {
        return length * breadth;
```

```cpp
        }

        double calculateVolume() {
        return length * breadth * height;
        }
};

int main() {

        // create object of Room class
        Room room1;

        // assign values to data members
        room1.length = 42.5;
        room1.breadth = 30.8;
        room1.height = 19.2;

        // calculate and display the area and volume of the room
        cout << "Area of Room =  " << room1.calculateArea() << endl;
        cout << "Volume of Room =  " << room1.calculateVolume() << endl;

        return 0;
}
```

```cpp
// Program to illustrate the working of
// public and private in C++ Class
#include <iostream>
using namespace std;

class Room {

   private:
        double length;
        double breadth;
        double height;

   public:

        // function to initialize private variables
        void initData(double len, double brth, double hgt) {
        length = len;
        breadth = brth;
```

```cpp
        height = hgt;
        }

        double calculateArea() {
        return length * breadth;
        }

        double calculateVolume() {
        return length * breadth * height;
        }
};

int main() {

        // create object of Room class
        Room room1;

        // pass the values of private variables as arguments
        room1.initData(42.5, 30.8, 19.2);

        cout << "Area of Room =  " << room1.calculateArea() << endl;
        cout << "Volume of Room =  " << room1.calculateVolume() << endl;

        return 0;
}
```

/*C++ program to Read and print details of a student using class program in C++.*/
```cpp
#include <iostream>
using namespace std;

class student
{
    private:
        char  name[30];
        int   rollNo;
        int   total;
        float perc;
    public:
        //member function to get student's details
        void getDetails(void);
        //member function to print student's details
```

```cpp
        void putDetails(void);
};

//member function definition, outside of the class
void student::getDetails(void){
    cout << "Enter name: " ;
    cin >> name;
    cout << "Enter roll number: ";
    cin >> rollNo;
    cout << "Enter total marks outof 500: ";
    cin >> total;

    perc=(float)total/500*100;
}

//member function definition, outside of the class
void student::putDetails(void){
    cout << "Student details:\n";
    cout << "Name:"<< name << ",Roll Number:" << rollNo << ",Total:" << total << ",Percentage:"
<< perc;
}

int main()
{
    student std;           //object creation

    std.getDetails();
    std.putDetails();

    return 0;
}
```