**CPP BASIC CONCEPTS:-**

**Namespace :- It is used to define scope in the program .There are two types of scope in the program**

**1)Global scope : *It is applicable for entire program.and not bound to block of code.***

**2)Local Scope *: It is applicable to function or block of code.***

***Constructor : It is a special member function gets automatically called during creation of object of the class .***

***Syntax: function name()***

***There are different types of constructor:***

***1)Copy Constructor***

***2)Parameterized Constructor***

***Destructor :- It is used to destroy objects in c++***

***It is used for deallocation of memory at the time of termination of program..***

***Syntax : ~function()***

***Inline function :- It is a function that replaces function call with actual code of function.***

***It cannot be used in case if the code in function is big.***

***All function cannot be inline.***

***Member functions :- These are the function present inside the class.***

***Data Member :- These are the variables present inside the class.***

***Class :- It is a user defined data type which has data members and member functions inside it.***

***It is blueprint for creating objects.***

***Object :- It is a instance of a class which is used to access the data member and member function of class.***

***Function :- It is a block of code performing a specific task.***

***It is used for reducing the complexity of program.***

***It is used for promoting the code reusability of code.***

***Call by value :- Called functions create copy of variables and copy the value passed to it.***

***Function does not have access to original value.***

***If we want to modify the value of variable then call by value is not sufficient.***

***Call by reference :- We pass the address of variable instead of value so any changes in variable will reflect.***