

# Constructors

# Constructors

- A constructor is :

1. To create a constructor, use the same name as the class, followed by parentheses ().
2. a special method that is automatically called when an object of a class is created.

# Constructors

- A constructor in C++ is :

1. The constructor has the same name as the class, it is always public, and it does not have any return value.
2. Constructors can also take parameters (just like regular functions), which can be useful for setting initial values for attributes.

```
class myCon
```

```
{
```

```
public:
```

```
    int x, y;
```

```
    myCon(int a, int b)
```

```
{
```

```
        x = a;
```

```
        y = b;
```

```
}
```

```
};
```

```
int main()
```

```
{    myCon ob(10, 20);
```

```
    cout << ob.x << endl;
```

```
    cout << ob.y;
```

```
}
```

Example(1)

### Example(2)

```
class myCon
{
public:
    int x, y;
    myCon(int a, int b)
    {x = a;
    y = b;
    }
};
```

```
int main()
{
    int n1, n2;
    cout << "Enter no1 \n";
    cin >> n1;
    cout << "Enter no2 \n";
    cin >> n2;
    myCon ob(n1,n2);
    cout << ob.x << endl;
        cout << ob.y;
}
```

### Example(3)

```
class sum
{
    private:
        int x, y;
    public:
        sum(int a, int b)
        {
            x = a;
            y = b;
        }
        int getSum( )
        {
            return x + y;
        }
};
```

```
int main()
{
    int n1, n2;
    cout << "Enter no1 \n";
    cin >> n1;
    cout << "Enter no2 \n";
    cin >> n2;

    sum ob(n1,n2);
    cout << ob.getSum();
}
```

**class sum**

{

**private:**

int x, y, z;

**public:**

**sum**(int a, int b)

{

x = a;

y = b;

}

**sum**(int a, int b, int c)

{

x = a;

y = b;

z = c;}

Example(4)

**int getSumXY( )**

{

return x + y;

}

**int getsumXYZ( )**

{

return x + y + z;

}

};

```
int main()
```

Example(4)

```
{  
    int n1, n2;  
    cout << "Enter no1 \n";  
    cin >> n1;  
    cout << "Enter no2 \n";  
    cin >> n2;  
  
    sum ob1(n1,n2);  
    cout << ob1.getSumXY() << endl;  
  
    sum ob2(20, 30, 10);  
    cout << ob2.getsumXYZ() << endl;  
}
```



class **Numbers**

{

private:

int x, y;

public:

**Numbers( )**

{ x = 0;

y = 0; }

**Numbers(int a, int b)**

{ x = a;

y = b; }

void get( )

{

cout << x << "\n" << y << endl;

}

};

Example(5)

int main()

{

**Numbers ob1;**

ob1.get();

cout << "\*\*\*\*\* \n";

**Numbers ob2(7, 9);**

ob2.get();

}