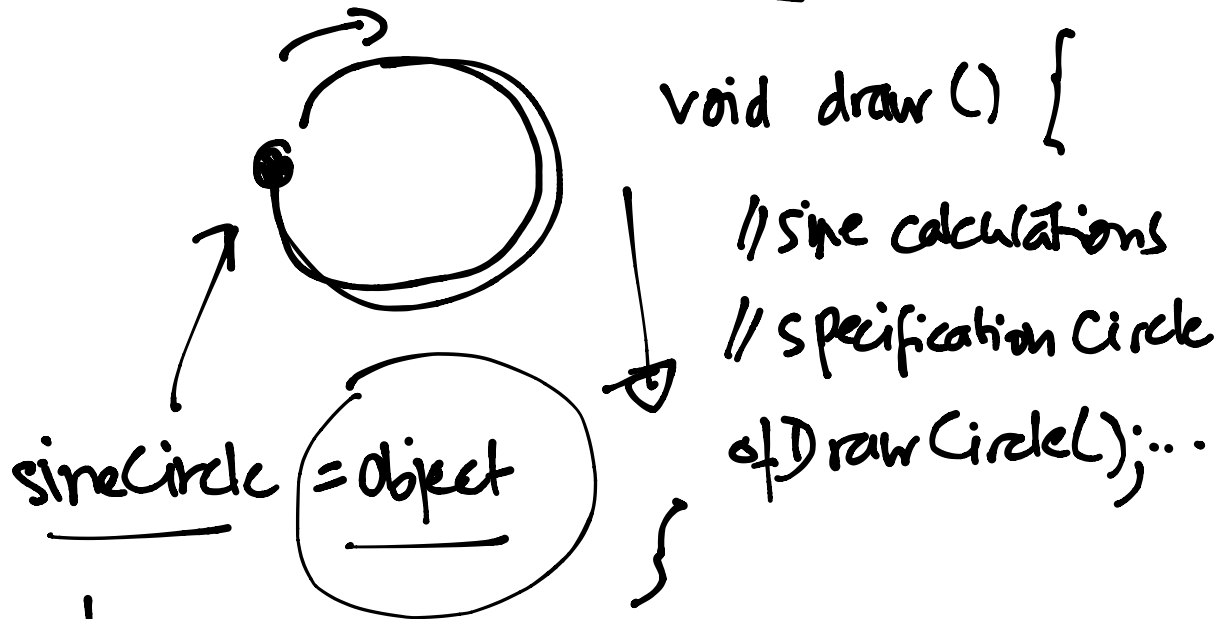


OOP

OBJECTS



void draw() {

// sine calculations

// specification Circle

of Draw Circle();...

sineCircle = object



- shape

- color

- radius

- position

- move Func ()

- draw Func ()

data

properties

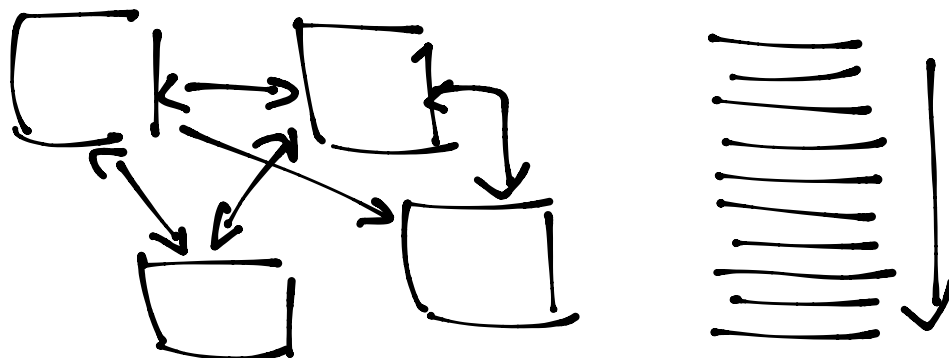
functionality

functions

DECLARATION
SineCircle myCircle;

```
void draw() {  
    myCircle.draw Fund();  
}
```

ABSTRACTION



TYPE

int

auto

SineCircle



user defined Type

Class

VARIABLE

myHeight {200};

aLength {15+8};

myCircle;



object