**DAILY ASSESSMENT FORMAT**

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| **Date:** | **24/06/2020** | **Name:** | **Santhosh Reddy** |
| **Course:** | **C++** | **USN:** | **4AL18EC046** |
| **Topic:** | **Classes and objects** | **Semester & Section:** | **4th sem A section** |
| **Github Repository:** | **Santhosh Reddy** |  |  |

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| **FORENOON SESSION DETAILS** |
| **Image of session:** |
| **Report:**    **Classes and Objects are basic concepts of Object Oriented Programming which revolve around the real life entities. Class. A class is a user defined blueprint or prototype from which objects are created. It represents the set of properties or methods that are common to all objects of one type.**  **Objects have states and behaviors. Example: A dog has states - color, name, breed as well as behaviors – wagging the tail, barking, eating. An object is an instance of a class. Class − A class can be defined as a template/blueprint that describes the behavior/state that the object of its type support.** |