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class & objects

move on class

* object oriented programming is a style that is intended to move thinking about programming closer to thinking about real world.

* The class describes what the object will be from the object itself.

* Each class has a name to describe attributes & behavior.

creating a class:

```
class bank account {
public:
void say Hi() {
cout << "Hi" << endl;
}
```

```
int main()
```

```
{
    Bank account test;
    test.say Hi();
}
```