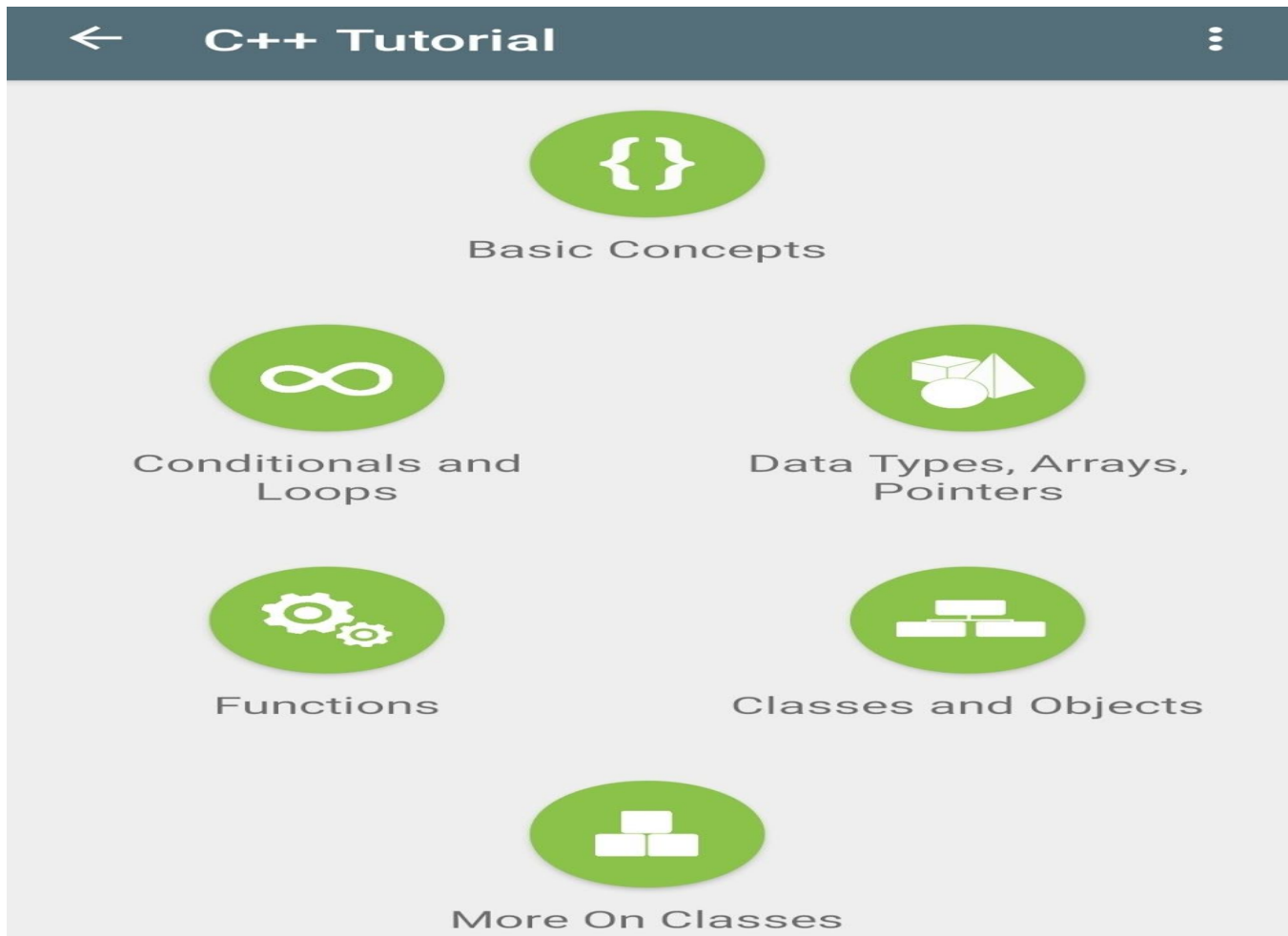


DAILY ASSESSMENT FORMAT

Date:	24-06-2020	Name:	MOUNITHA D M
Course:	C++ programming	USN:	4AL17EC055
Topic:	Classes and Objects More on Classes	Semester & Section:	6 TH SEM "A" SEC
Github Repository:	Mounitha_-ec055		

FORENOON SESSION DETAILS

Image of session



Report – Report can be typed or hand written for up to two pages.

C++ programming Module 5 :- classes & objects

24/06/2020

- objects are independent units and each has its own identity
- The class describes what the objects will be but is separate from the object itself

Encapsulation :- It is the idea of "surrounding" an entity, not just to keep what's inside together but also to protect it

- Encapsulation is;
 - control the way data is accessed or modified
 - code is more flexible and easy to change with new requirements
 - change one part of code without affecting other part of code
- There are three access specifier → Public, private and protected.

Constructors :- They are special member functions of a class. They are executed whenever new objects are created within that class.

- The constructor's name is identical to that of class.

More on classes

Destructors : They're special member functions that are automatically called when an object is created.

→ They're called when an object is destroyed or deleted.

→ The name of a destructor will be exactly the same as the class, only prefixed with a tilde (~).

→ The arrow member selection operator (->) is used to access an object's members with a pointer.

→ friend function :- A friend of a class allows it to access the class's private members.

→ This keyword :- Every object in C++ has access to its own address through an important pointer called the this pointer.

→ operator overloading :- Most of the C++ built-in operators can be redefined or overloaded.

→ An overloaded operator is similar to other functions in that it has a return type and a parameter list.

