**DAILY ASSESSMENT FORMAT**

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| **Date:** | **26/June/2020** | **Name:** | **Prashantha naik** |
| **Course:** | **C++** | **USN:** | **4al17ec074** |
| **Topic:** | **Module -9** | **Semester & Section:** | **6th b** |
| **GitHub Repository:** | **prashanth\_course** |  |  |

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| **FORENOON SESSION DETAILS** |
| **Image of session** |
| **Report – Report can be typed or hand written for up to two pages.**  **C++ Classes/Objects**  **C++ is an object-oriented programming language.**  **Everything in C++ is associated with classes and objects, along with its attributes and methods. For example: in real life, a car is an object. The car has attributes, such as weight and color, and methods, such as drive and brake.**  **Attributes and methods are basically variables and functions that belongs to the class. These are often referred to as "class members".**  **A class is a user-defined data type that we can use in our program, and it works as an object constructor, or a "blueprint" for creating objects.**  **Create a Class**  **To create a class, use the class keyword:**  **Example**  **Create a class called "MyClass":**  **class MyClass {       // The class   public:             // Access specifier     int myNum;        // Attribute (int variable)     string myString;  // Attribute (string variable) };**  **Create an Object**  **In C++, an object is created from a class. We have already created the class named MyClass, so now we can use this to create objects.**  **To create an object of MyClass, specify the class name, followed by the object name.**  **To access the class attributes (myNum and myString), use the dot syntax (.) on the object:**  **Example**  **Create an object called "myObj" and access the attributes:**  **class MyClass {       // The class   public:             // Access specifier     int myNum;        // Attribute (int variable)     string myString;  // Attribute (string variable) };  int main() {   MyClass myObj;  // Create an object of MyClass    // Access attributes and set values   myObj.myNum = 15;    myObj.myString = "Some text";    // Print attribute values   cout << myObj.myNum << "\n";   cout << myObj.myString;   return 0; }** |