Daily Assessment Report

Date - 24/6/2020

Course - C++

Topic - Claw & objects
move on classes

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Report:

Today's Topic => Class and objects
move on classes

- Object oriented programming is a style that is intended to make thinking about programming closer to thinking about real world.

- The class describes what the object will be, but is separate from the object itself.

- Each class has a name & describes attributes & behavior.

creating a class:

```cpp
class Bank Account {
public;
void say Hi() {
  cout << "Hi" << endl;
}

int main()
{
  Bank Account test;
  test. say Hi();
}
```