

```
int num1=10;
int num2 = 20;
int &ref = num1;
ref = num2; // value of num2 is assigned to num1
```

Static

- 1. Data Members
- 2. Member function

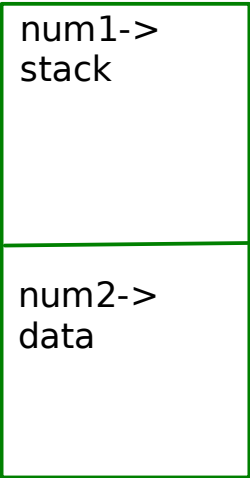
```
class Test{
int num1; // non static
static int num2;

Test(){

}

//non static
void displayTest(){
// we can access static
// as well as non static
// data members here
}
```

without cretaing obj i want to call functions from that class?
-> Make the function static
static member functions are designed to call on classname using ::



```
static void displayNum2(){
// only static data members
// are accessibale
// as their is no *this for
// static functions
Test t;
t.num1;
}

};
```

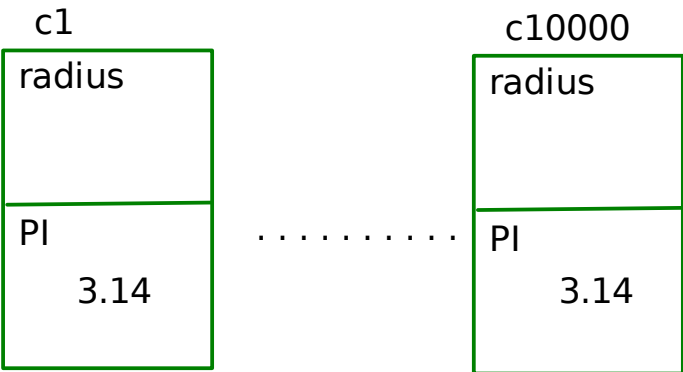
```
const Test t;
t.setNum1(10);
```

```
int Test::num2 = 1;
```

```
main(){
while(true){
Circle c(5,3.14);
}
}
```

16 bytes

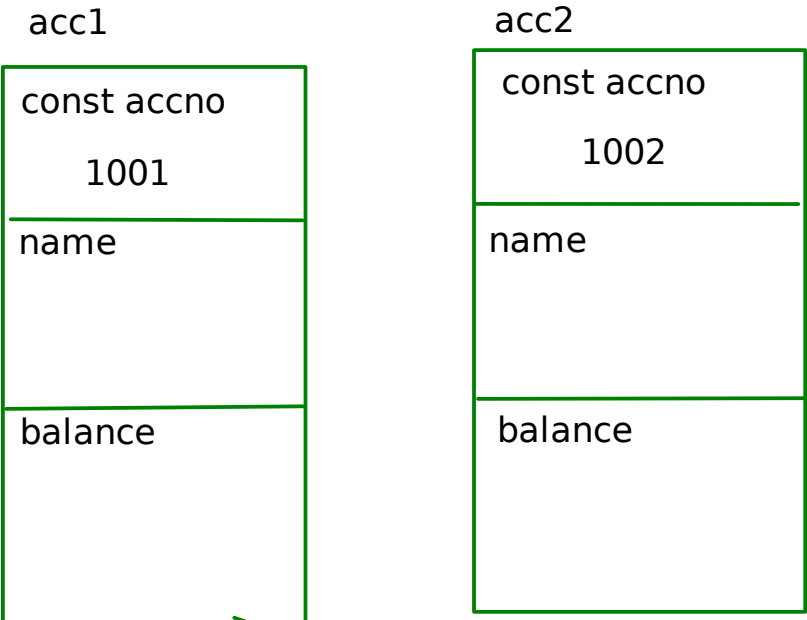
Stack



data

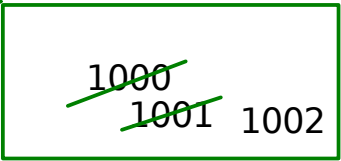


stack



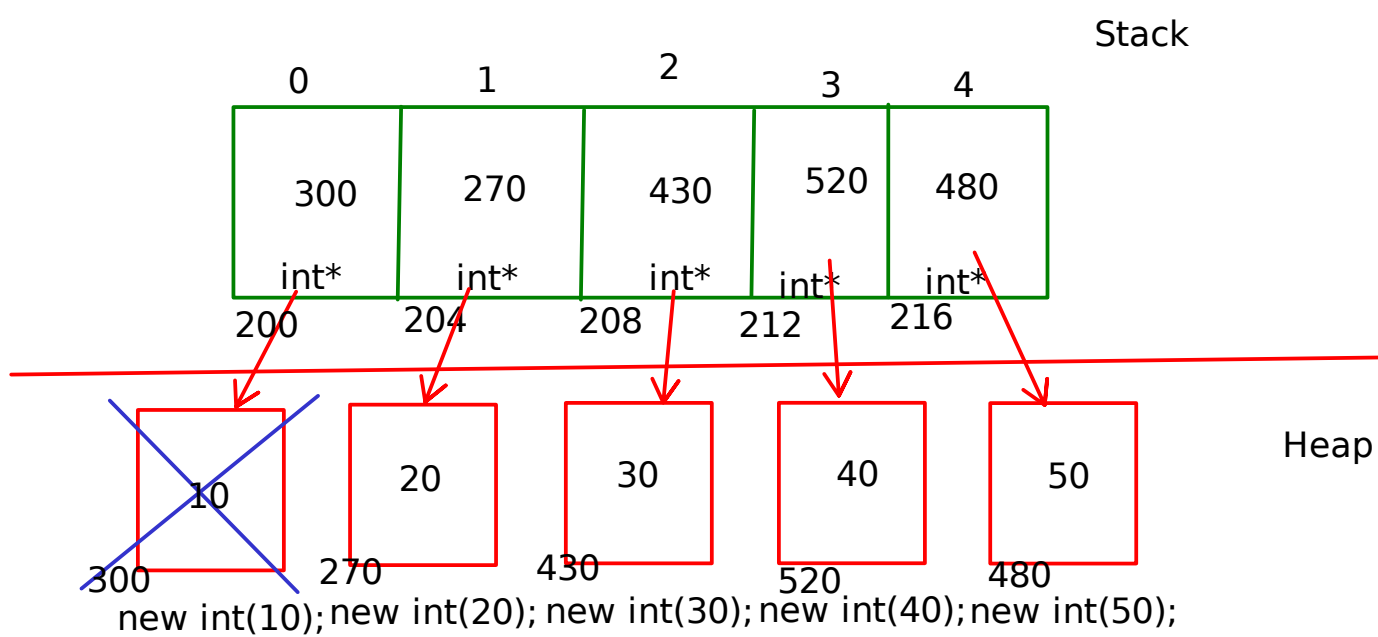
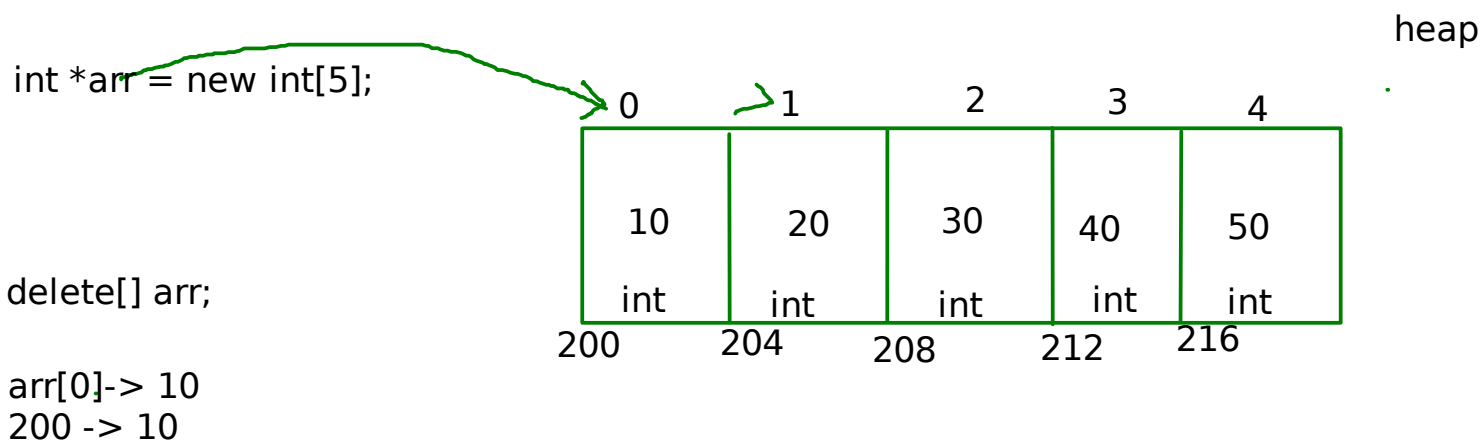
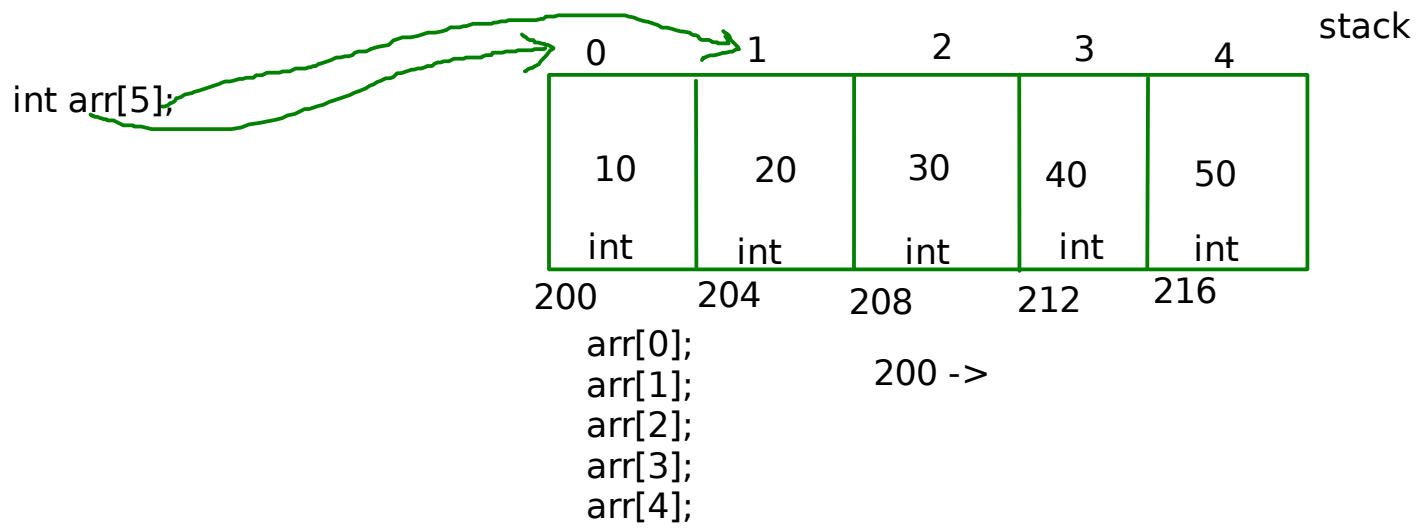
Data

generate_accno



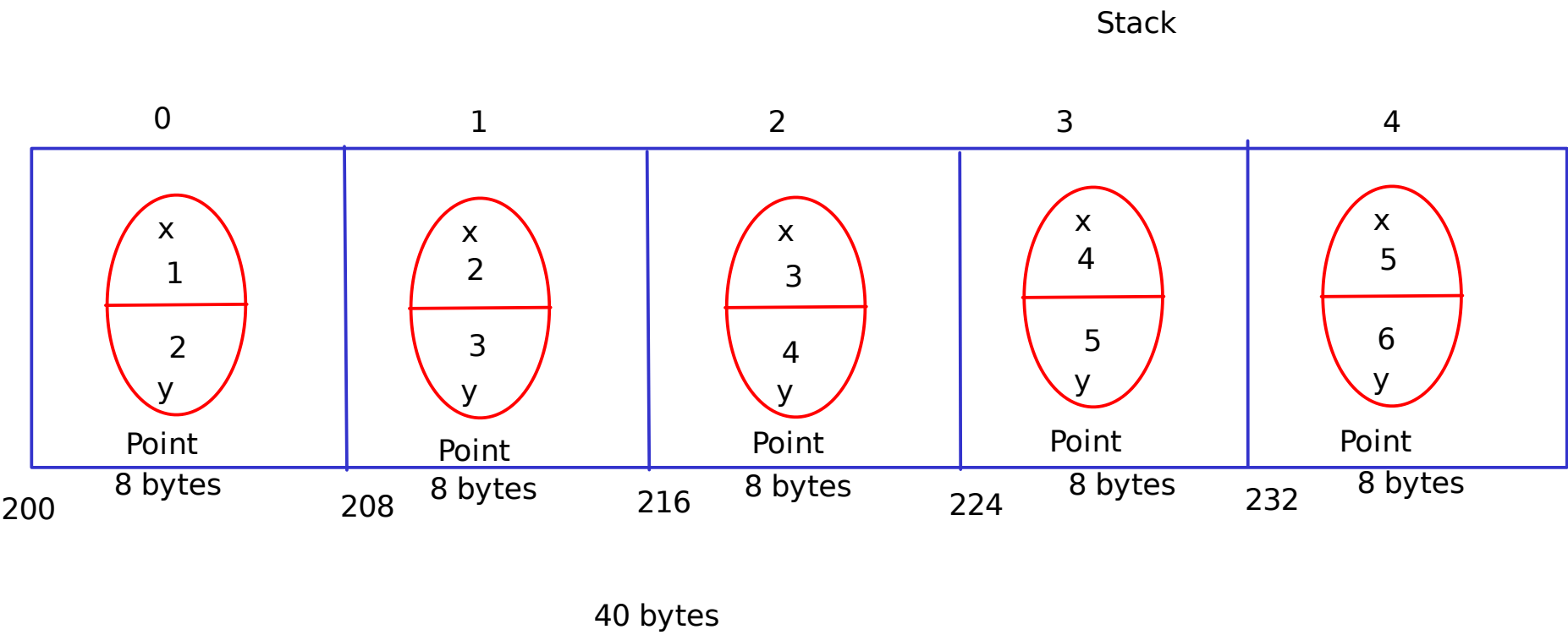
acc1

accno 1001	accno 1001	accno
name	name	name
balance	balance	balance
generateaccno 1000 1001	generateaccno 1000 1001	generateaccno 1000



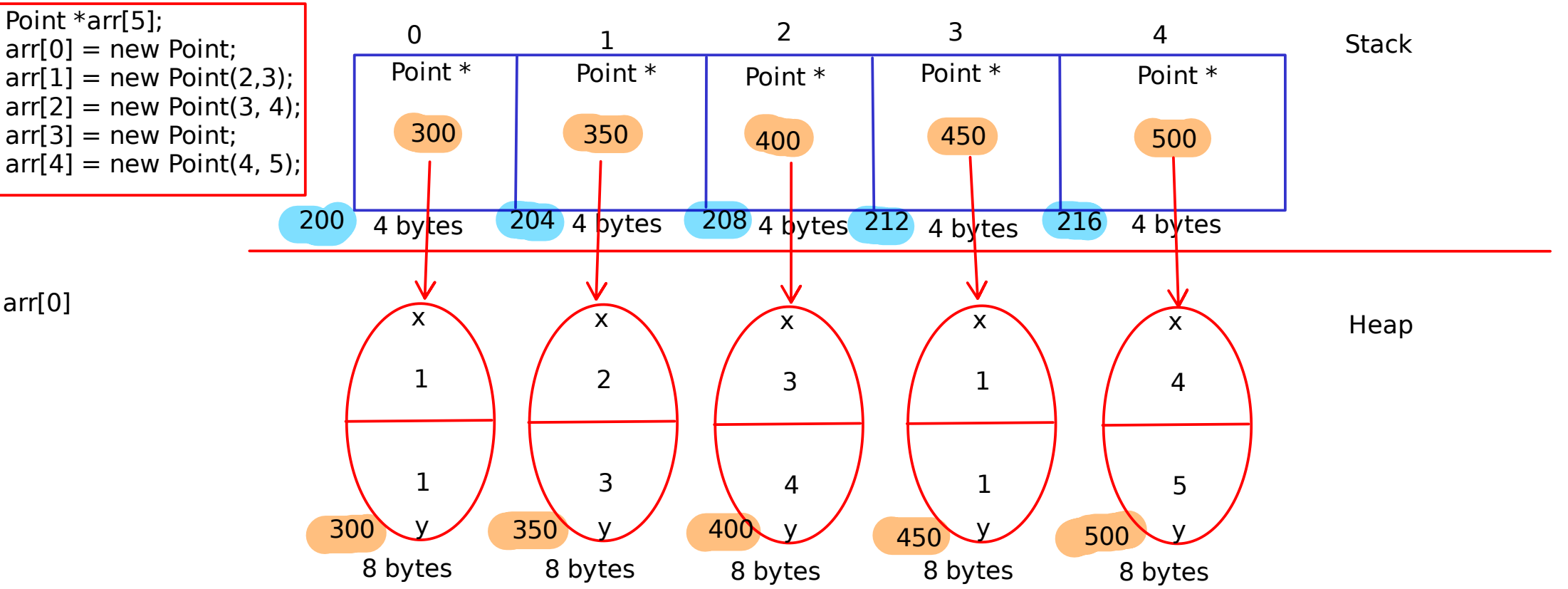
```
int *arr[5];  
for(int i=0;i<5;i++)  
arr[i]=new int(0)  
200 = 300(10);  
for(int i=0;i<5;i++)  
delete arr[i];  
return 0;
```

```
Point arr[5] = {Point(1, 2), Point(2, 3), Point(3, 4), Point(4, 5), Point(5, 6)};
```



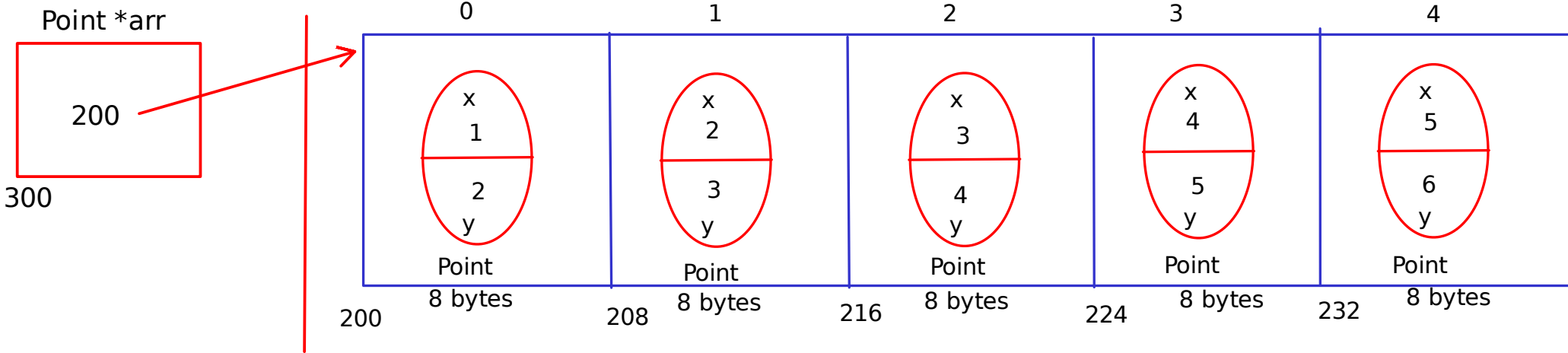
```
arr[0].displayPoint();  
arr[1].displayPoint();  
arr[2].displayPoint();  
arr[3].displayPoint();  
arr[4].displayPoint();  
  
for(int i=0;i<5;i++)  
arr[i].displayPoint();
```

```
Point *arr[5];  
arr[0] = new Point;  
arr[1] = new Point(2,3);  
arr[2] = new Point(3, 4);  
arr[3] = new Point;  
arr[4] = new Point(4, 5);
```



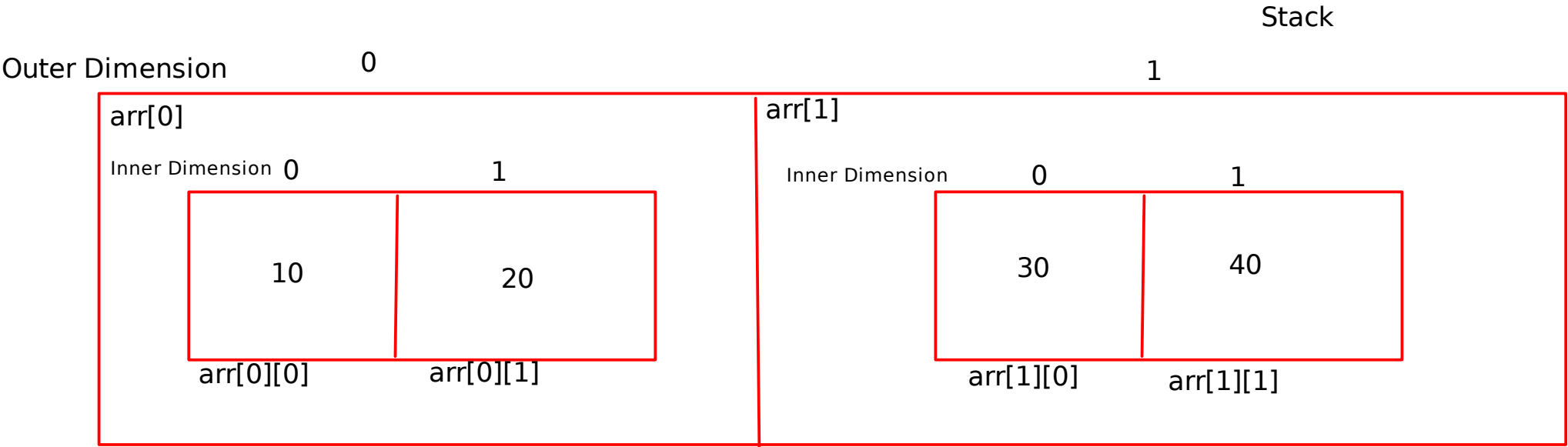
stack

Heap



40 bytes

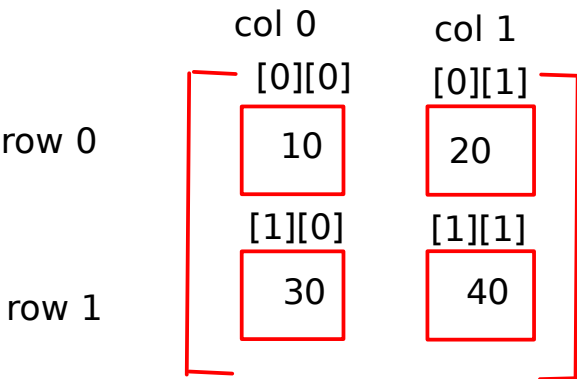
```
Point *arr = new Point[5]{Point(1, 2), Point(2, 3), Point(3, 4), Point(4, 5), Point(5, 6)};  
  
for(int i = 0; i<5;i++)  
arr[i].displayPoint();
```



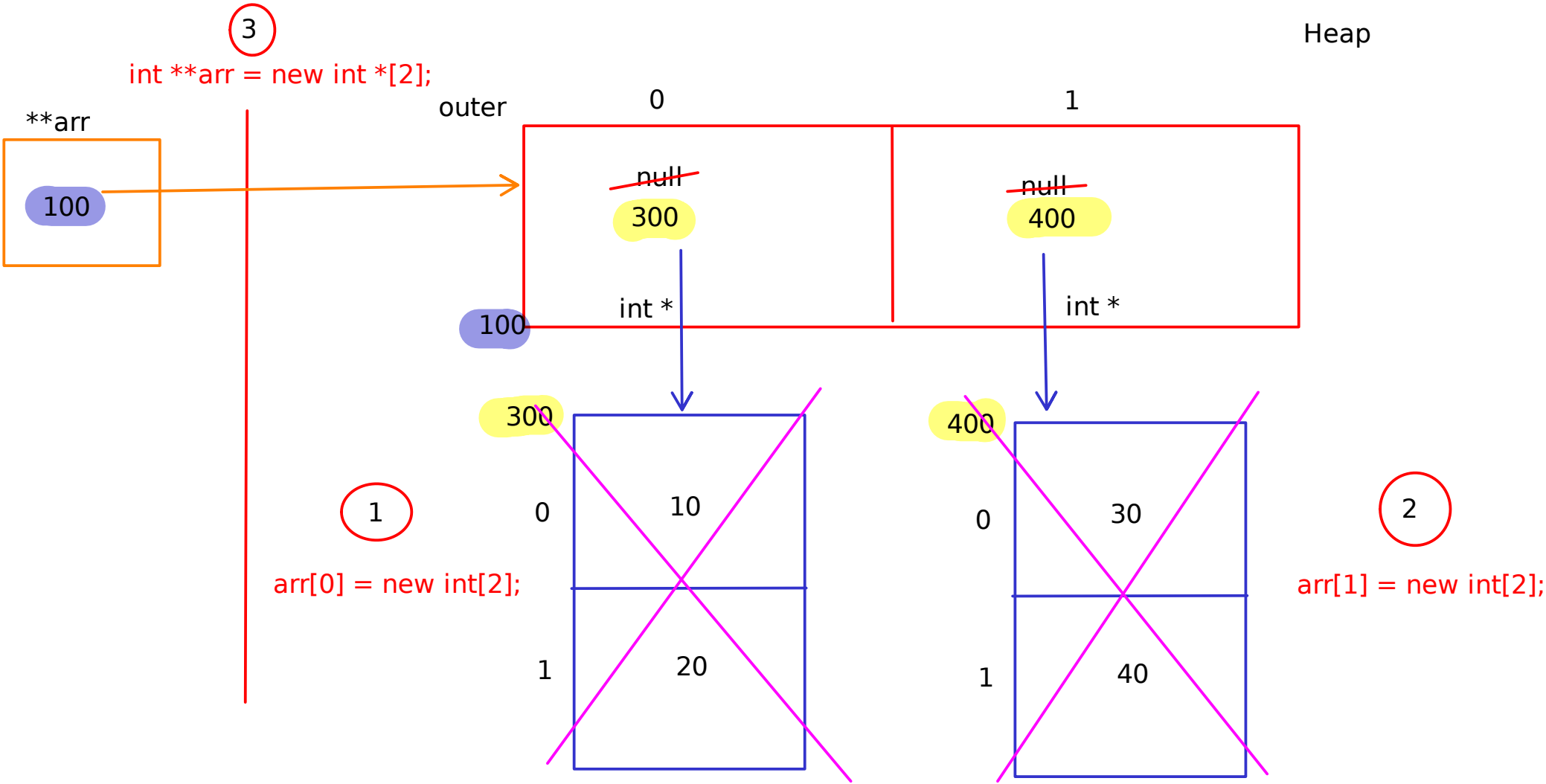
arr

arr[0][0] -> 10
arr[1][1]-> 40

```
for(int row=0; row<2;row++){  
    for(int col = 0; col<2;col++){  
        cout<<arr[row][col]<<",";  
    }  
    cout<<endl;  
}  
cout<<endl;
```



arr[row][col]



- login.cpp
- main.cpp
- homepage.cpp
- products.cpp
- orders.cpp
- cart.cpp
- wishlist.cpp