Oop

1

```cpp
#include <bits/stdc++.h>
using namespace std;
//product shoping website
class Product{
private:
    int id;
    char name[100];
    int mrp;
    int selling_price;
public:
    //constructor
    Product(){
        cout << "Inside constructor " << endl;
    }
    //here we accept any parameter in the constructor
    //and that is the parameterised constructor
    //setters
    void setMrp(int price){
        mrp = price;
    }
    void setSellingPrice(int price){
        selling_price = price;
    }
    // getters
    int getMrp(){
        return mrp;
    }
    int getSellingPrice(){
        return selling_price;
    }

};
int main(){
    Product camera;
    //camera.mrp = 100;
    //camera.selling_price = 120;
    camera.setMrp(100);
    camera.setSellingPrice(200);
    cout << sizeof(camera) << endl;
    cout << "MRP " << camera.getMrp() << endl;
    cout << "selling_price " << camera.getSellingPrice() << endl;
}
```