

classmate

```
MyClass obj;  
MyClass *pt = &obj;  
pt -> myPrint ();
```

When working with an object, use the dot member selection operator (.).

When working with a pointer to the object, use the arrow member selection operator (->)

Constants

A constant is an expression with a fixed value. It cannot be changed while program is running. Use the `const` keyword to define a constant variable.

```
const int x = 41
```

All `const` variable must be initialized at the time ~~creation~~ of their creation.

Constant Objects

As with the built in data types, we can make class object `const` using the `const` keyword.

```
const MyClass obj;
```

All `const` variables must be initialized when they are created. In the `class`, this initialization is done via constructors. If a class is not initialized using a parameterized constructor, a public default constructor must be provided - if no public default constructor is provided, a compiler error will occur.

Once a `const` class object has been initialised via