Cpp
→ Members

→ methods

class is a collection of similar objects

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Object collection of members & methods

An instance of a class is called object

Various Principles of objects :-

→ class

→ object

→ encapsulation = Tent hide ; members & methods are bounded to protect from unauthorized users [private]

→ Abstraction = class is an abstract datatype

→ Polymorphism = More than 1 operation [operator overloading]
     * Method overloading

→ Inheritance = 1 class acquire properties of another class

→ Dynamic binding

→ Message communication