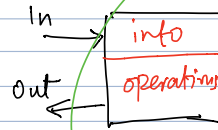


## Abstraction

```
struct employee {  
    string name;  
    string CNic;  
    int salary;  
}
```

// operations.

information



```
struct computer {  
    int state;  
}
```

```
class Employee {  
    public:  
    string name;
```

```
    void sign-in();
```

```
    void promote();  
};
```

// declaration of a class

// prototype.

```
void Employee::sign-in() {
```

```
    cout << "Signing in ~ " << endl;
```

```
}
```

```
main() {
```

```
    Employee e1;
```

```
    e1.name = "Ali";
```

```
    cout << e1.name;
```

var

Type class

instance of

class Employee

object

e1.sign\_in() ;

x ————— x

Employee \*e ;  
→ holds an address → reference variable  
→ address

// e = &e1 ;

e = new Employee ;  
→ address

(\*e).name ≡ e → name

e → name = "Usman" ;

e → sign\_in() ; ≡ (\*e).sign\_in() ;

