```
class Employee {
public:
    string name;
    int salary;
    void sign_in();
};
```

// information ⟹ members / fields / class variables.

// method

```
Employee();                 // initialization
Employee(int salary);
~Employee();                //destructor
```

"~" → "tilda"

Constructor

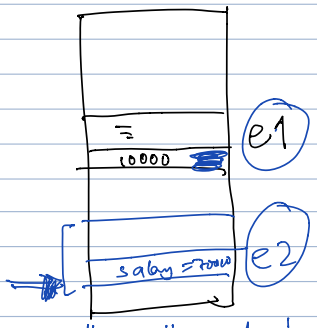
```
Employee::Employee(){
    salary = 10000;
}
```

salary → member

```
Employee::Employee(int salary){
    this->salary = salary;
}
```

70,000

this → salary → member



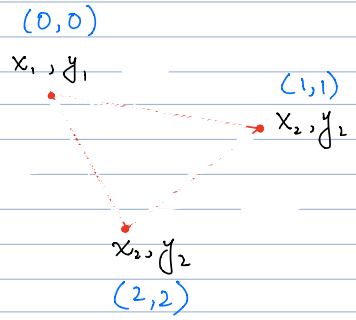
"this" points to current instance.

// function "overloading"
// method "
" constructor "
"constructor overloaded"

```
int main(){
    Employee e1;
    cout << e1.salary;
```

// constructor called automatically.

```
    Employee e2(70000);
    cout << e2.salary;      //70000
    Employee e3(10,00000000);
```


(0,0)
x1, y1
(1,1)
x2, y2
x3, y2
(2,2)