Class

It is similar to structures in C language. Class can also be defined as user defined data type but it also contains functions in it. So, class is basically a blueprint for object. It declare & defines what data variables the object will have and what operations can be performed on the class's object.

Object

Objects are the basic unit of OOP. They are instances of class, which have data members and uses various member functions to perform tasks.

Encapsulation

Data Hiding is also known as Encapsulation, Encapsulation is the process of combining data and function into a single unit called class. Data Hiding is the mechanism where the details of the class are hidden from the user.

Access Specifier

Private :Within the block.

Public:Whole over the class

Protected:Act as a public and then act as a private.

Example

Public:

class Line

{

public:

double length;

void setLength( double len );

double getLength( void );

};

double Line::getLength(void)

{

return length ;

}

void Line::setLength( double len )

{

length = len;

}

int main( )

{

Line line;

// set line length

line.setLength(6.0);

cout << "Length of line : " << line.getLength() <<endl;

// set line length without member function

line.length = 10.0; // OK: because length is public

cout << "Length of line : " << line.length <<endl;

return 0;

}

Private