

Day - 101

OOPs-3

- \* Static Data Member:
- => They are attribute of classes or class member.
- => It is declared using static keyword.
- => Only the copy of that member is created for the entire class & is shared by all the object.
- => It is initialized before any object of this class is created.

Ex: Suppose a class of bank and they want to store the no. of objects created.

```

Class Customer{
    string name;
    int acc_num, balance;
    static int total_customer;
public:
    Customer( string a, int b, int c){
        name = a;
        acc_num = b;
        balance = c;    total_customer++;
    }
}

```

};      → Resolution operation

int Customer::total\_customer = 0;

```

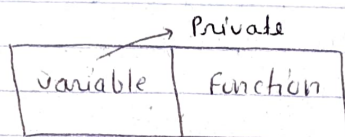
int main(){
    Customer c1("Kindash", 1, 1000);
}

```



### \* Encapsulation:

=> Wrapping up of data & info. in a single unit, while controlling access to them.



Class  
(Data hiding)

=> We make variables private so that no user can give inappropriate info.

=> We use functions to change the value of variables.

### \* Abstraction:

=> Displaying only essential info. & hiding the details.

=> we hide the implementation from the user & only shows those things that we want to show.

=> Also, user only wants to see the result not the implementation behind it.