#include<iostream>

using namespace std;

class army // army is name of class.

{

private: //acces specifires

char sharpness; // is data members.

public:

void data(char A) // function member1.

{sharpness=A;}

void show() // function member2.

{cout<<"shrpness is:"<<sharpness<<endl;}

};

void main()

{

system("color b0");

army c; // 'c' is object.

c.data('j');

c.show();

system("pause");

}