#include<iostream>

using namespace std;

class detailsofcolour //name of class and declaration

{

private: //we can not access and write the private data members outside the body of class

char dcolour; //data member or member variable

public: //we can access and write the public member function inside as well as out side the body of class

void setdcolour(char d) //member function

{

dcolour=d;

}

void showcolour() //member function

{

cout<<"Beautiful colour is="<<dcolour<<endl;

}

};

void main()

{

system("color b0");

detailsofcolour c1,c2; //defining the class with objects

c1.setdcolour ('J'); //executing the class

c2.setdcolour('B'); //executing the class

c1.showcolour(); //executing the class

c2.showcolour(); //executing the class

getchar();

getchar();

}