#include<iostream>

using namespace std;

class part //class part

{

private: //data member or member varialble

int modelno;

int partno;

float cost;

public:

void setpart(int mn,int pn,float c) //member function

{

modelno=mn;

partno=pn;

cost=c;

}

void showpart()

{

cout<<"Car model no is="<<modelno<<endl;

cout<<"Car part no is="<<partno<<endl;

cout<<"Car cost is="<<cost<<endl;

}

};

void main()

{

part p1; //defaining object

p1.setpart(7448,345,10000); //calling member function

p1.showpart(); /\* some oop language refer it as message

because it can be thought of as sending a message to p1

telling it to showdata\*/

getchar();

getchar();

}