



new\*



```
1  #include <iostream>
2  #include <string>
3  using namespace std;
4
5  class MyClass {    // The class
6  public:            // Access specifier
7      int myNum;     // Attribute (int
                        variable)
8      string myString; // Attribute (string
                        variable)
9  };
10
11 int main()
12 {
13     MyClass myObj; // Create an object of
                        MyClass
14
15     // Access attributes and set values
16     myObj.myNum = 1500;
17     myObj.myString = "Some text";
18
19     // Print values
20     cout << myObj.myNum << "\n";
21     cout << myObj.myString;
22     return 0;
23 }
```



Tab

{

}

:

;

"





TAB



```
1500
Some text
[Program finished]
```

