Access Modifiers

- Public
- Private (default)
- Protected

Private : only accessible WITHIN a class
Public : can be used OUTSIDE a class

Getters & Setters

Constructors

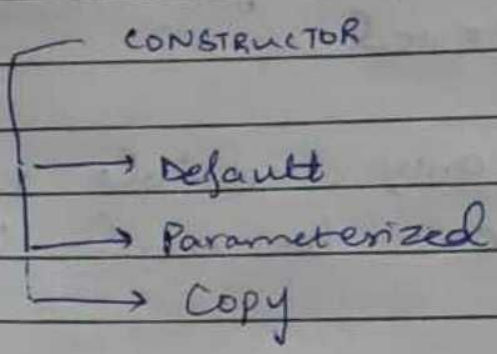
```
Student S1;
S1.Student()
```

Default Constructor

- Same name as class
- No return type
- No input arguments
- Initializes all values
- Automatically created with the class
- called only once i.e. at time of creation of object.

Default Constructor

S1.Student() ;



THIS Keyword (Pointer type)

Holds the address of current object

INBUILT CONSTRUCTOR & DESTRUCTOR

- Copy Constructor

Copy values of one object to another.

Create a copy of another object

Student S2((S1)) ;

Copy from S1 to S2

[Copy Assignment Operator (=)]

Student S2(10, 1001);
Student S2(20, 2001);

Now to copy values of S1 into S2 AFTER creation of S2,

S2 = S1; // Does the job

[Destructor]

↳ Same name as class
↳ No return type
↳ No input arguments
↳ Deallocates memory.
↳ ~ class_name()

called when object goes out of scope & memory needs to be freed.

(*) For a dynamically allocated object, memory must be freed explicitly.

delete S3;

(4) Student S1 = S2;

Copy constructor is called.

Copy assignment operator not used.