

(OOPS)

Objects

Simple entities with some properties & functions. Instance of a class.

Class

A blueprint / template that defines properties & functions of an object
User-defined data types

```
class nameofclass {
```

```
}
```

```
nameofclass (class1);
```

allocates memory
instantiates

Dynamically create objects

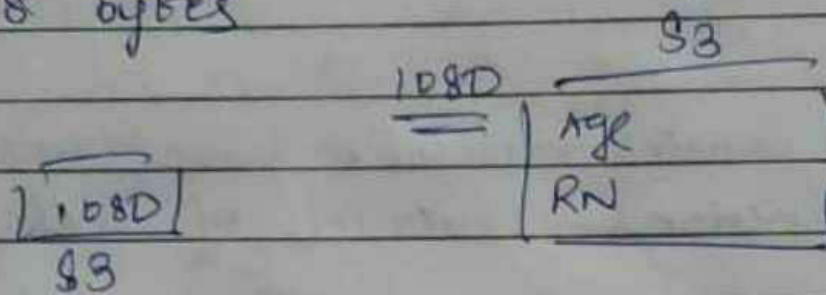
for Integer

```
int *a = new int;
```

```
Student *s3 = new Student; ) ✓
```

⇒

creates a block in memory and a pointer of 8 bytes



DOT OPERATOR

`s3.age`

Student `*s6` = new student;

Set age & roll no.

`(*s6).age = 24;` or `s6 → age = 24;`
`(*s6).rollno = 104;` `s6 → rollno = 104;`

`(*s6).age` \equiv `s6 → age`

Access Modifiers

- Public
- Private (default)
- Protected

Private : only accessible WITHIN a class

Public : can be used OUTSIDE a class