Class & Object:

```
#include<iostream>
using namespace std;

class myclass
{
  public:
  void mymethod()
  {
  cout<<"Hello World!"<<endl;
  }
  };
  int main()
  {
  myclass myobject;
  myobject.mymethod();
  return 0;
}</pre>
```

```
os@os-HP-Compaq-dc7900-Small-Form-Factor:~$ g++ co.cpp
os@os-HP-Compaq-dc7900-Small-Form-Factor:~$ ./a.out
Hello World!
os@os-HP-Compaq-dc7900-Small-Form-Factor:~$ ■
```

Outside Class:

```
#include<iostream>
using namespace std;
class myclass
{
  public:
  void mymethod();
};
  void myclass::mymethod()
{
  cout<<"Hello World!";
}
  int main()
{
  myclass myobj;
  myobj.mymethod();
  return 0;
}</pre>
```

Inside Class:

```
#include<iostream>
using namespace std;
class myclass
{
  public:
  void mymethod()
{
  cout<<"Hello World!";
}
};
  int main()
{
  myclass myobj;
  myobj.mymethod();
  return 0;
}</pre>
```

```
os@os-HP-Compaq-dc7900-Small-Form-Factor: ~
os@os-HP-Compaq-dc7900-Small-Form-Factor: ~$ g++ insideclass.cpp
os@os-HP-Compaq-dc7900-Small-Form-Factor: ~$ ./a.out
Hello World!os@os-HP-Compaq-dc7900-Small-Form-Factor: ~$ ■
```