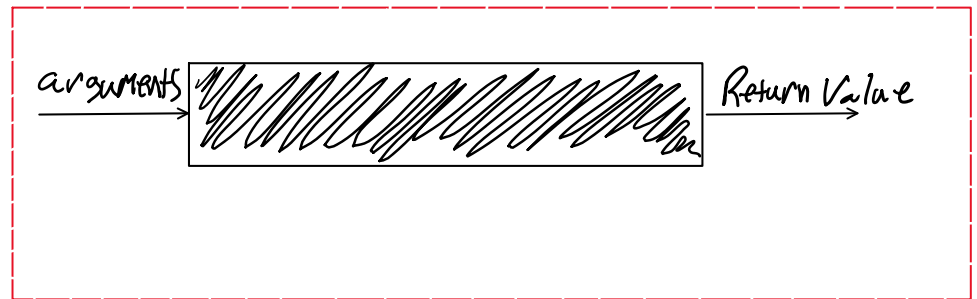


Variable



Function



Class

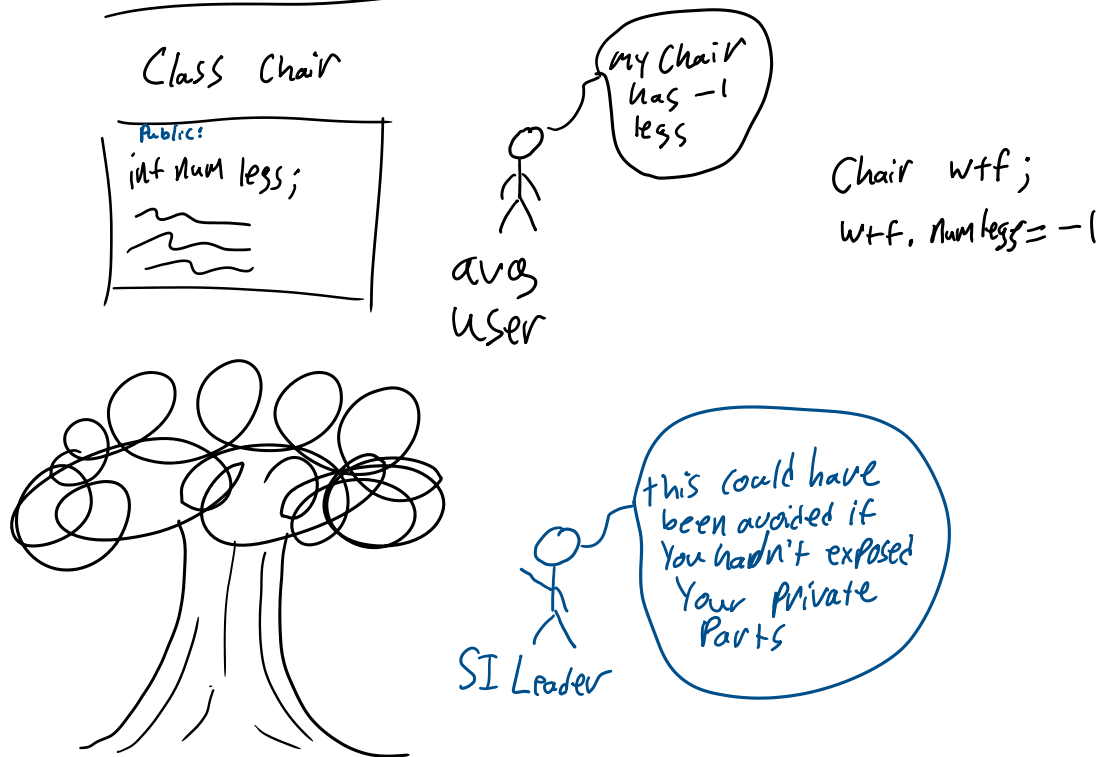
From the diagrams above we see two very familiar things, a variable and function. We also see something not familiar at all, a class.

If we consider variables to be data and functions to be actions, then we can say that classes have data and do things.

Something else we see are these words public and private.
These are known as access specifiers.

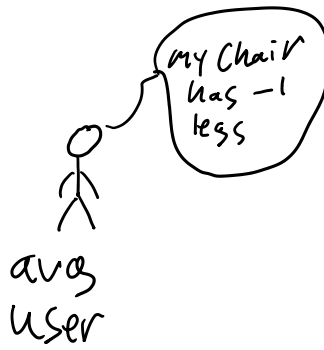
Private items may only be accessed from within the class
Public items can be used from anywhere

Why do we need Private Parts?



Class Chair

```
Private:  
int num legs;  
~~~~~  
~~~~~
```



Chair wtf;
wtf, numlegs = -1

