

## Class

- A class in OOP means that it is a way to bind the data and functions together.
- A class specification has two parts
  - 1) class declaration (describes the type & scope of its members)
  - 2) Class function definition (describes how class functions are implemented)

## General form of class declaration

```
class class-name  
{  
    private:  
        variable declarations;  
        function declarations;  
    public:  
        variable declarations;  
        function declarations;  
};
```

Member functions can be defined in two places:

- 1) Outside the class definition
- 2) Inside the class definition (There will be no class declaration here)

## Characteristics of member functions:

- 1) Several different classes can use the same function name. The membership label will resolve their scope.
- 2) Member functions can access the private data of the class.
- 3) A member function can call another member function directly without using the dot operator.

## Private member function

A private member function can only be called by another function that is a member of its class.

### Example:

```
class sample  
{  
    int m;  
    void read(void); // private member function  
    public:  
        void update(void);  
};  
void sample::update(void)  
{  
    read(); // calling private member function by the  
            // public member function of same class
```