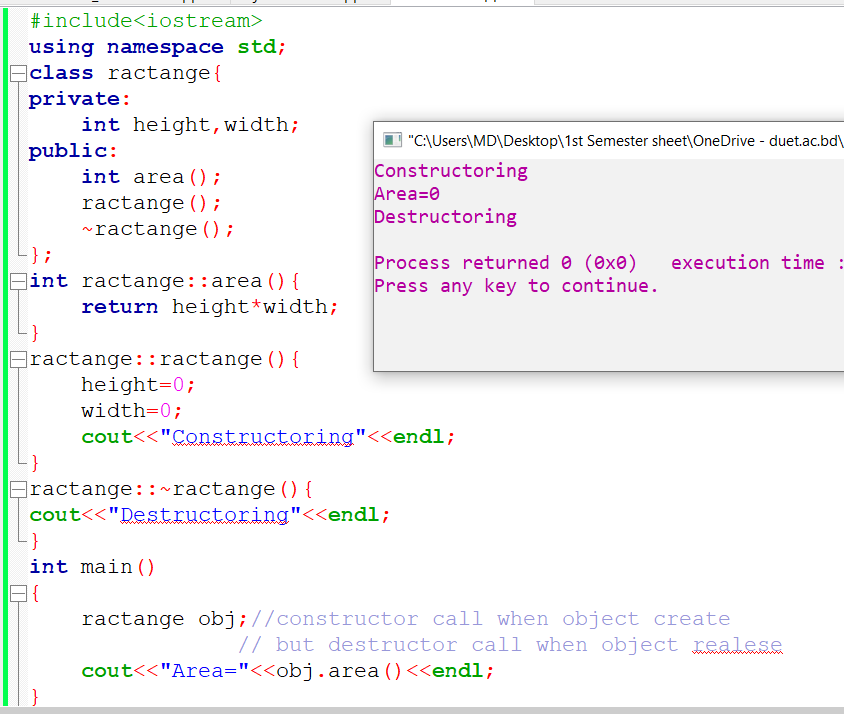
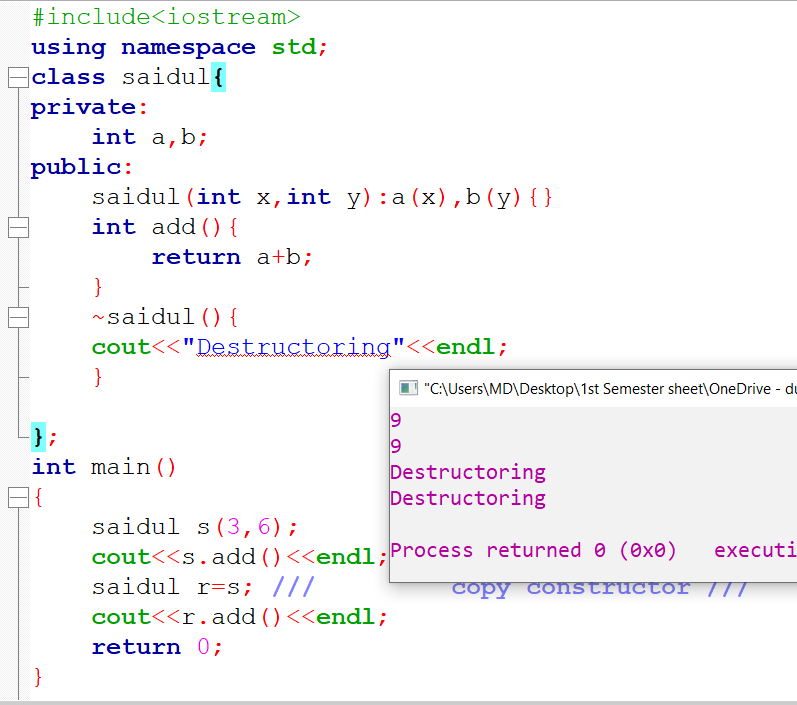
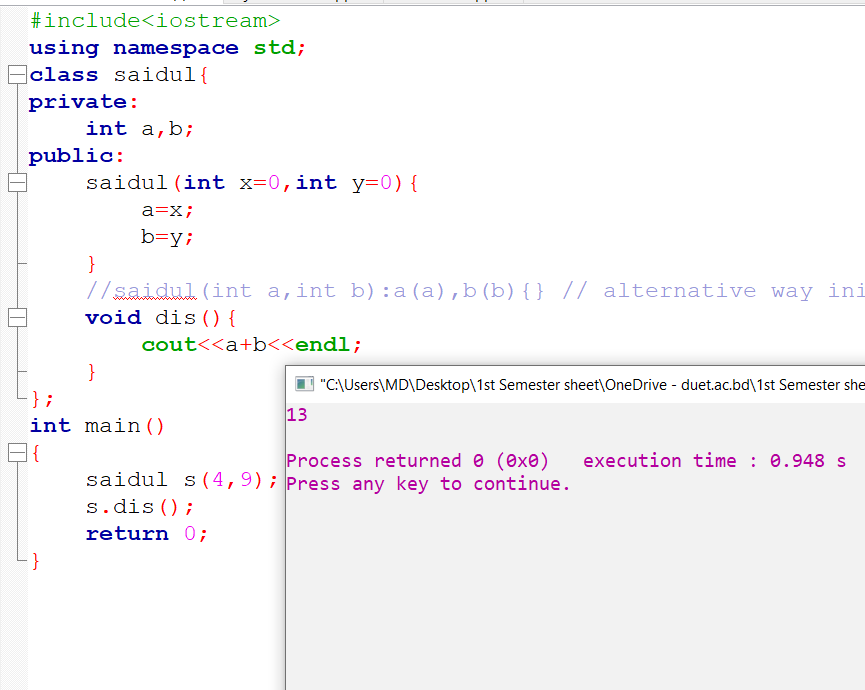
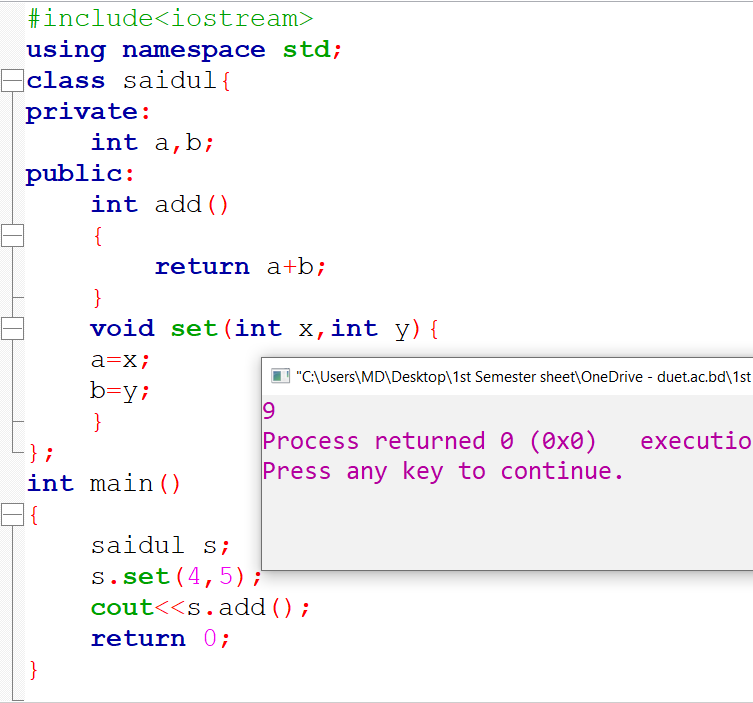
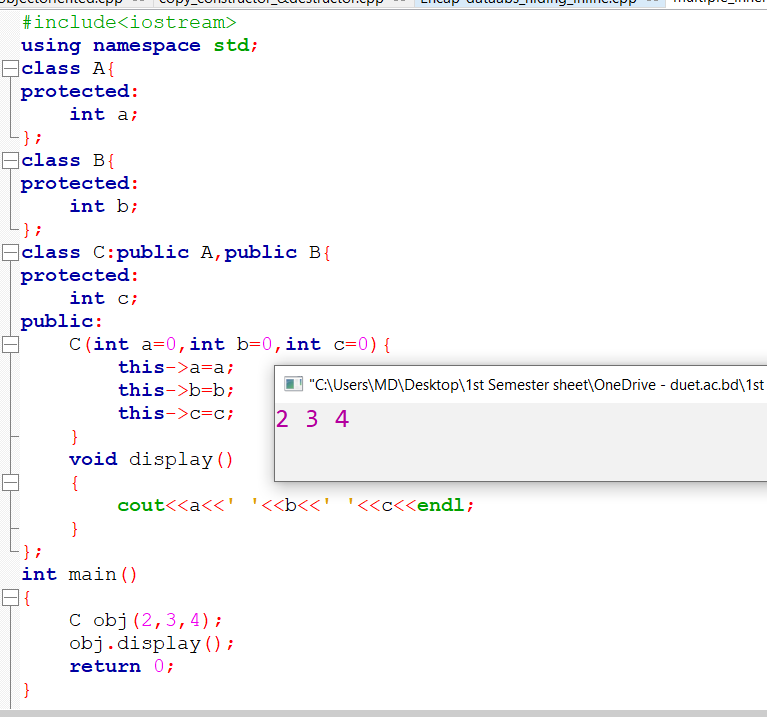
1. Constructor
2. Copy Constructor
3. Parameterized Constructor
4. Encapsulation
5. Inheritance
6. This Pointer