Launchpad

Deepak Aggarwal

Dynamic Allocation ,
Object Oriented
Programming-1

Object Oriented Programming

C++ Classes

1. Classes & Objects
2. Data
3. Functions

Classes & Objects

1. Blueprint to generate instances of same nature
2. Each individual instance is an object

Access Modifiers

How to create Objects?

Default methods with every class

Constructor and Default Methods

1. Constructor(Java and C++)
2. Copy Constructor(C++)
3. Copy Assignment Operator(C++)
4. Destructor(C++)

User defined constructors

When are objects created on the stack and when are they created on the heap?

Lets look at examples

Shallow & Deep copy

Initialization List

Const Data Members

Reference Data members

Static Data Members

Constant Functions

Operator Overloading

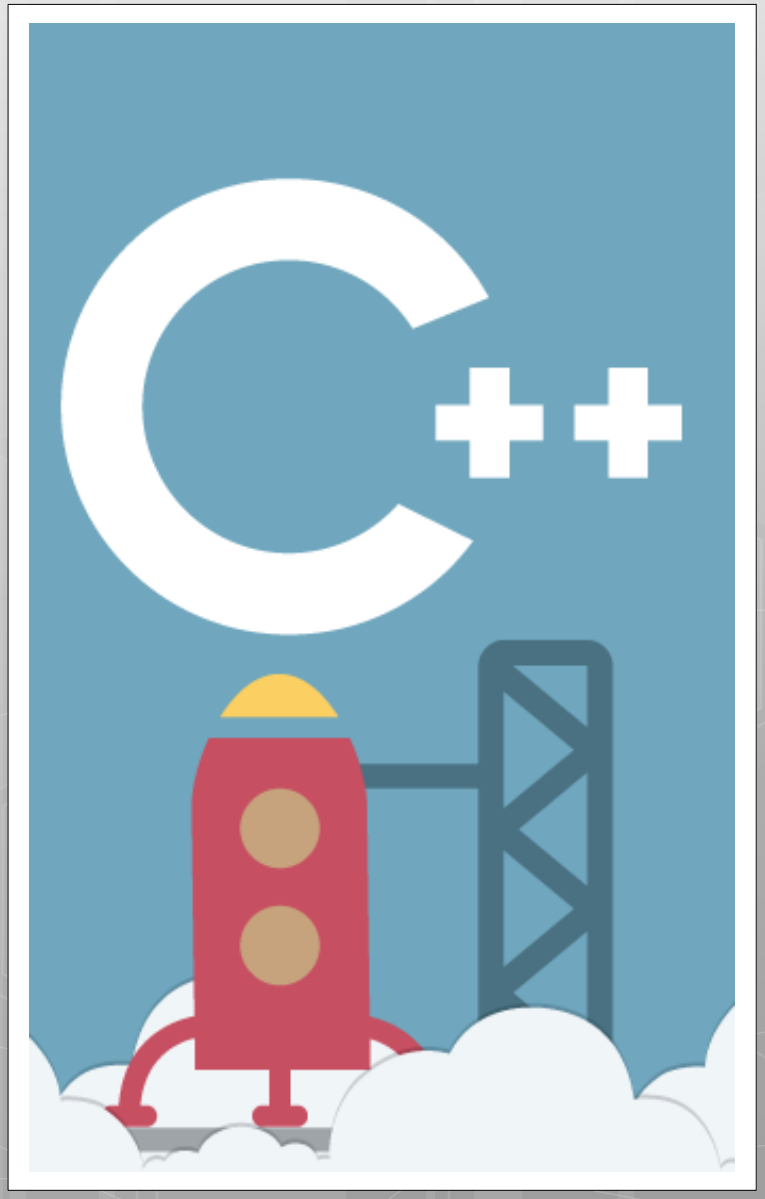
Operator Overloading

```
class pair
{
        public:
        int x,y;
        bool operator < ( const pair& p ) const
        {
                if(x==p.x) return y<p.y;
                return x<p.x;
        }
};
```

Static functions

Self Referential Classes

Friend Classes & Functions



Thank You!

Deepak Aggarwal
deepak@codingblocks.com