

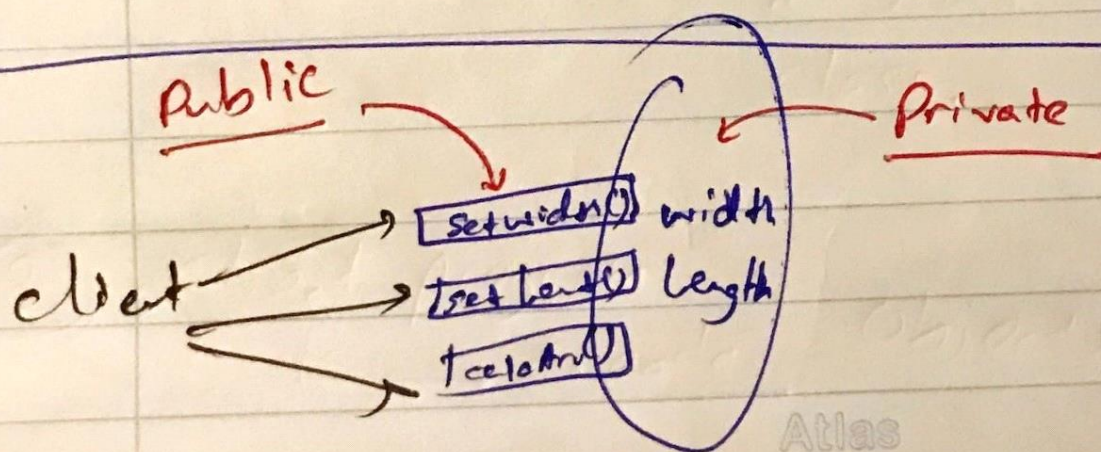
Lec 5Class

width } private
length }

setWidth() } public
calcArea() }

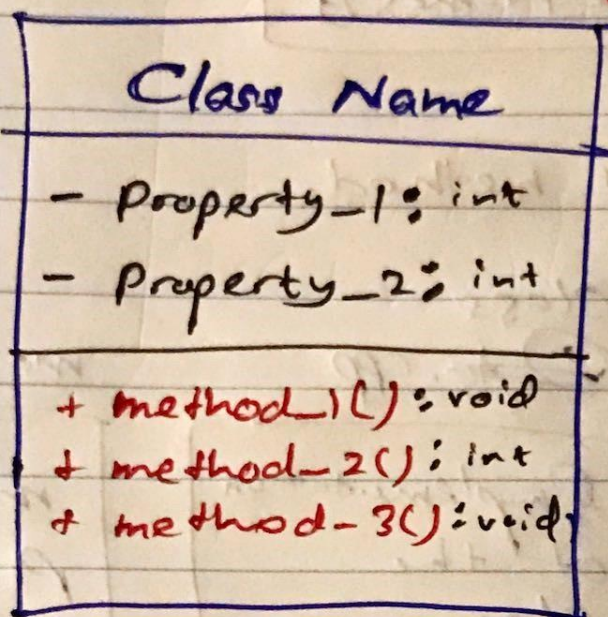
- ① The private part
- └─ properties (data members) } of class
- Hidden from outside the class.

- ② The public part
- └─ methods
- Can be accessed by the main,
- Function prototypes.



implement → Methods
→ Class

creating → objects



⊖ ← Private

⊕ ← Public

```
int getter() {
    return _;
}
```

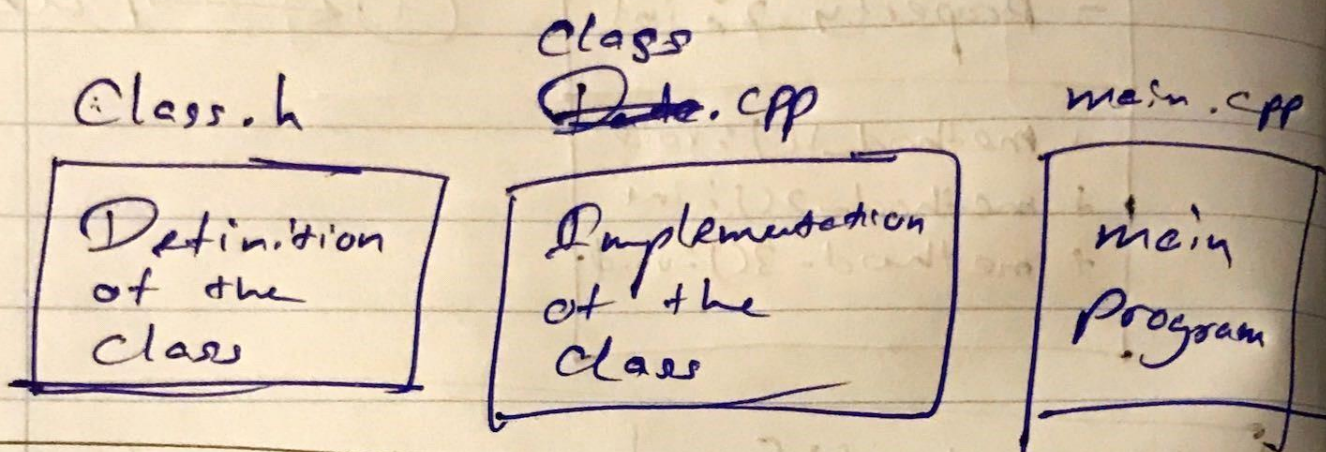
```
void setter(int _) {
    _ = _;
}
```

Getter
(Accessor)

Setter
(Mutator)

Static Object

Static obj \rightarrow `ClassName obj;`
`obj.methodName();`
 \uparrow
 access method.



① Header File

\rightarrow Class definition

② .cpp File

\rightarrow implementation of the methods of the class.

③ Client program

\rightarrow Create Objects.

- > This approach allows us to reuse a class in many applications.
- > This is a standard practice
- > The header files only contain the definitions of the class, including the interfaces.
 ↳ public methods.

Header

```

class Max {
    private:
        ____
        ____
    public:
        ____()
        ____(-);
}
  
```

Definition

```

#include "Max.h"
Max::showMax() {
    ____
}
  
```

Implementation

```

#include "Max.h"
# ____
# ____
using namespace std;
int main() {
    Max obj;
    obj.____();
    obj.____();
}
  
```

Client

call header file

Create objects

Call methods