Constructing Classes

Public and Private

- A *class* is a module that supports information hiding

    - The keyword *private* hides the class's implementation

    - The keyword *public* exposes the class's interface to other classes or methods (functions)

```
class Car{
public:                      //Define the class methods(visible)
  float ComputePrice( ){
    float Totalprice;
    Totalprice = baseprice + 750;
    return Totalprice;  }


    private:              //The Attributes (hidden data)
      string modelname;
      string extcolor;
      string fabric;
      bool   diskbreaks;
      float  baseprice;
    };                    //End class declaration
```

Important Note

- The private members are ONLY accessible (visible) to the class members.

To Access a Member Field

<object_reference>.<member_name>

For Example:

Car Toyota;
Toyota.ComputePrice( );