Pointer to an Object
- A pointer of type class can be created
- A pointer can point on existing object
- A new object can be created in heap using pointer
- Arrow operator is used for accessing members of an object using pointer

Data Hiding

- Data members of a class class are usually declared as Private or Protected,
- They can be accessed only inside the class and child classes
- Data finding protects data from mishandling

Constructors

- Constructor is a member function of a class
- It will have same name as class name
- It will not have return type
- Its should be public
- It can be declared as private also in some cases
- It is called when object is created
- It is used for initialising an object
- It can be overloaded
- If its not defined then class will have a default constructor
- Constructor can take default arguments

Types of constructors

- Non-argument constructor
- Parameterised constructor
- Copy constructor

All types of Member Functions

- Constructors - called when object is created
- Accessors - used for knowing the value of data members
- Mutators - used for changing value of data member
- Facilitator - actual functions of class
- Enquiry - used for checking if an object satisfies some condition
- Destructor - used for releasing resources used by object