This Pointer

When working with classes it is often helpful to be able to refer to the current class instance or object. For example, given the following `Car` class from a previous lesson, the `IncrementDistance()` method implicitly refers to the current `Car` instance's `distance` attribute:

```
// The Car class
class Car {
  public:
    // Method to print data.
    void PrintCarData() {
        cout << "The distance that the " << color << " car " << number << " has traveled is: " << distanc
    }

    // Method to increment the distance travelled.
    void IncrementDistance() {
        distance++;
    }

    // Class/object attributes
    string color;
    int distance = 0;
    int number;
};
```

It is possible to make this explicit in C++ by using the `this` pointer, which points to the current class instance. Using `this` can sometimes be helpful to add clarity to more complicated code:

```
// The Car class
class Car {
  public:
    // Method to print data.
    void PrintCarData() {
        cout << "The distance that the " << this->color << " car " << this->number << " has traveled is:
    }

    // Method to increment the distance travelled.
    void IncrementDistance() {
        this->distance++;
    }

    // Class/object attributes
    string color;
    int distance = 0;
    int number;
};
```

Note: you may see `this` used in some code in the remainder of the course.