

```
class Test
{
private:
    int mI;

public:
    Test(int i)
    {
        mI = i;
    }

    int getI()
    {
        return mI;
    }

    static void Print()
    {
        printf("This is class Test.\n");
    }
};

Test a(10);
a.getI();
Test::Print();
```

```
struct Test
{
    int mI;
};

void Test_initialize(Test* pThis, int i)
{
    pThis->mI = i;
}

int Test_getI(Test* pThis)
{
    return pThis->mI;
}

void Test_Print()
{
    printf("This is class Test.\n");
}

Test a;
Test_initialize(&a, 10);
Test_getI(&a);
Test_Print();
```