

Topic CLASS AND OBJECTS.

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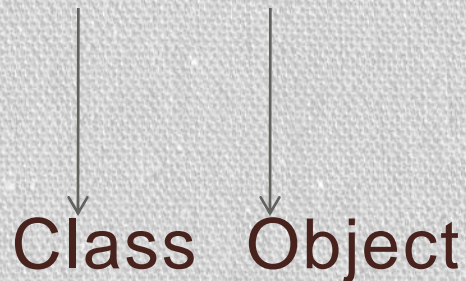
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DEFINITION OF CLASS

Example

Fruit Mango



DECLARATION OF CLASS

- ❖ Class Tag Name
- ❖ Data member
- ❖ Member Function
- ❖ Program Access Level
 - a) Private
 - b) Public



SYNTAX OF CLASS

```
Class class-name  
{  
private:  
data member  
public:  
member function  
};
```

DEFINITION OF OBJECT

Object may represent

- A person
- A place
- A bank account
- A table



ACCESSING A MEMBER FUNCTION

The general format is allow:

- 1.Object-name.data member
- 2.Object-name.member
function

CLASS METHOD DEFINITION

- ❖ The member function is defined in two types :
 - i. Inside the class definition
 - ii. Outside the class definition



OUTSIDE THE CLASS DEFINITION

Syntax:

```
return-type class-name ::  
function-name(argument  
declaration)  
{  
function body;  
}
```



ARRAYS AND CLASSES

Arrays and Classes have two types of relationship:

1. Array with class
2. Array of objects

ARRAY WITH CLASS

Syntax:

```
class class-name
{
private:
data-type array-name;
public:
data member[size];
member function;
};
class class-name object list;
```

ARRAY OF OBJECTS

Syntax:

```
class class-name or tag-name
```

```
{
```

```
private:
```

```
    data member;
```

```
    member function;
```

```
public:
```

```
    data member;
```

```
    member function;
```

```
};
```

```
class class-name object[size];
```

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CLASS AND OBJECT SCOPE

They are two types of classes and two types of objects as written below:

1. Local class
2. Global class
3. Local object
4. Global object

LOCAL CLASS

Example:

```
void test(int a) // function
{
-----;
class student // local class
{
-----; // class
definition
};
-----;
student s1(); //create object
```

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STATIC MEMBER

Example:

```
class item
```

```
{
```

```
static int count; // static declare
```

```
int number;
```

```
public:
```

```
void getdata();
```

```
void getcount();
```

```
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```

STATIC MEMBER FUNCTION

Syntax:

❖ `class-name :: function-name;`

*Thanks
Any ?*