

⇒ C++ Programming Basics: -

The execution of every program begins from 'main()'. This function may or may not take parameters. It always returns void. It indicates the logical beginning of the program. Other commands and constructs are enclosed in braces as the body of the main() function.

#include <iostream.h> is not a program statement. It is called a 'preprocessor directive'. A preprocessor directive is an instruction to the compiler itself. A part of the compiler called the 'preprocessor' deals with these directives before it begins the real compilation process.

In C, appropriate headers are included using the #include command, depending on the functions to be used in the program. This command is placed at the beginning of the program, i.e. before any functions are executed.

'iostream.h' the header file to be included to perform any input-output operations in C++ keyword 'cout' is used for output. The following program displays a message on the screen.

For e.g. →

A class defined earlier is a combination of data and its functionality, that is the data is encapsulated in the class

```
#include <iostream.h>
```

```
class xyz
```

```
{
```

```
private:
```

```
int num;
```

```
public:
```

```
void getdata() // enter the value.
```

```
{
```

```
cout << endl << "Enter an integer:";
```

```
cin >> num;
```

```
}
```

```
void display() // to display the value.
```

```
{
```

```
cout << "Num = " << num << endl;
```

```
}
```

```
};
```

```
void main()
```

```
{
```

```
xyz a1, b1;
```

```
a1.getdata();
```

```
b1.getdata();
```

```
a1.display();
```

```
b1.display();
```

```
} // end of program.
```

Note

→ The Class Command starts the declaration of a new class.

→ private and public are two types of accesses.

Data members are usually private, while member function are public.

→ cout is the keyword used to display information.

→ cin is the keyword to enter data.

→ a1 and b1 are objects of class xyz.