

Class :- A class is a combination of data member and member function (method). The syntax of class is similar to the syntax of structure but only one difference is that by default access modifier is private in case of class and by default access modifier is public in case of structure.

Syntax :-

```
class classname
```

```
{
```

```
private:
```

```
    data member / member function;
```

```
public:
```

```
    data member / member function;
```

```
};
```

Object :- The instance of a class is called an object. Object is declared as follows:

```
classname obj1, obj2, obj3, ..., objn;
```

```
classname object[n];
```

(Where n must be positive integer value).

Access Modifier :-

1) **Private :-** Private data member and member function are not accessed by functions which are defined or

declared outside of the class and other classes. They are accessed only by member function of that class.

ii) Protected :- Protected data member and member function are accessed by member function of that class and its derived class (child class). They are not accessible by those functions which are defined outside the class and other classes.

iii) Public :- Public data member and member functions are accessed by member functions of that class. Other classes and those functions which are defined outside the class.

Program :-

```
#include <iostream.h>
class test
{
  private:
    int a;
  public:
    int b;
    void display()
    {
```

} → data member.