

# **Object in Object Oriented Programming**

**Elementrix Classes**

# Object in Object Oriented Programming

- ❑ A class is only logical representation of data. Hence to work with the data represented by the class you must create a variable for the class which is called as an object.
- ❑ So object is a variable of type class.
- ❑ Object is the basic unit of object-oriented programming.

- ❑ In a class to access data members first memory have to be allocated.
- ❑ No memory is allocated when a class is created.
- ❑ Memory is allocated only when an object is created, i.e., when an instance of a class is created. Object is physical copy and class is logical copy.

### An Object

Data Members

Functions

### A Car

- Model
- Year of Mfg
- Colour

- Start
- Move
- Stop

## Example Program:

```
1 ▾ #include <iostream>
2  using namespace std;
3 ▾  class Student {
4  public:
5      string name;
6      int age;
7  };
8
```

```
8
9 ▾ int main() {
10     Student student1; // Declare an object named student1
11
12     // Set the name and age of the student
13     student1.name = "Alice";
14     student1.age = 20;
15
16     // Print the student's information
17     cout << "Hello, my name is " << student1.name << " and I am " << student1.age << " years old." << endl;
18
19     return 0;
20 }
```

## ✕ Output

```
Hello, my name is Alice and I am 20 years old.
```

```
Process finished.
```

```
>>> █
```

पढ़िए और पढ़ाइये

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