fun (B, C) 

cout << "B: " << B << " C: " << C << " end."

void main()
{
    int A = 10, B = 20, C = fun(8);

cout << "A: " << A << " B: " << B << " C: " << C << " end."

    int fun ()
    {
        void func ()
        {
            return m;
        }

        m = m + 20;
        cout << "m = " << m + 20;
    }

    cout << "m = m + 20."
}

int fun(int m)
{
    m = m + 20;
    cout << "m = " << m + 20;
}

41:0:60
40:60:10:20:40

No arguments
OBJECT ORIENTED

Object oriented with real objects

- OBJECT
  - Object is an instance and behavior

- CLASS
  - Group of objects

Procedural Process from top to bottom