

cout << m << endl;

}

int fun(int m)

{ m = m + 20;

cout << m << endl;

return m;

}

void fun()

{ cout << "No argument in "; }

void main()

{ int A = 10, B = 20;

C = fun(B);

cout << A << " " << B << " " << C << endl;

fun(B, C);

fun(); getch();

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40

→ 40:6010:20:40

10:20:60

41:0:60

No arguments

→ OBJECT ORIENTED

Object oriented
with real world

• OBJECT

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Object is an
-istics and beh

• CLASS

Group of obj

Procedural Pro

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