

inline function is powerful concept that is commonly used with classes. If a function is inline, the compiler places a copy of the code of that function at each point where the function is called at compile time.

A friend function of a class is defined outside that class' scope but it has the right to access all private and protected members of the class. Even though the prototypes for friend functions appear in the class definition, friends are not member functions.

The copy constructor is a constructor which creates an object by initializing it with an object of the same class, which has been created previously.

Class: A class in C++ is the building block, that leads to Object-Oriented programming. It is a user-defined data type, which holds its own data members and member functions,

A default constructor is a constructor that either has no parameters, or if it has parameters, all the parameters have default values

Constructors can be overloaded in a similar way as function overloading. Overloaded constructors have the same name (name of the class) but the different number of arguments

A static variable in a function retains its value even after the function exits. Inside a class, a normal member belongs to an object. A static member is shared between all objects of that type, and even exists before any object of that class is created.

A destructor is a member function that is invoked automatically when the object goes out of scope or is explicitly destroyed by a call to delete . rj

The Class is the collection of the similar kind of objects whereas an object is the **instantiation** of a class.

The capability of a class to derive properties and characteristics from another class is called **Inheritance**

Polymorphism means "many forms", and it occurs when we have many classes that are related to each other by inheritance

A **file header** is a 'signature' placed at the beginning of a **file**, so the operating system and other software know what to do with the following contents.

A **namespace** is a declarative region that provides a scope to the identifiers

