Class Types

- Are data types encapsulating attributes and member functions
- Can be classes, 

structs, and unions.
- Classes are quite similar to structs and unions.

➡ Use the term class through this tutorial.

```
class Account{
public:
    Account(double b);
    void deposit(double amt);
    void withdraw(double amt);
    double getBalance() const;
private:
    double balance;
};
```

Objects

- Are instances of a class
- Class stand for objects of the same kind with similar member functions and attributes. Objects are concrete examples of a class that exist at run time.

  - **Object instantiation**

    ```
    Account account(100.0);
    ```

    - Create an object `account` of type `Account`.
    - Initialize the object.
    - Make it known to the compiler.

Access of class members

Thanks to the operator (.) or (->) you can access the class members.

```
Account acc(200.0);
Account* accPtr = new Account(200.0);

acc.balance = 500.0;          // ERROR; balance is private
acc.deposit(200.0);

accPtr->balance = 500.0;      // ERROR; balance is private
accPtr->deposit(200.0);
```

Based on the access rights, the compiler decides if the access is possible.

constructor.cpp