Last updated 2/26/19

- Class Data Types
 - Class data can be any allowed C++ type
 - Class data can be any defined type
 - Including another class

Class Data Types

- Class access specifiers
 - Public
 - Private

Private

- Scope is within the class
- Cannot be seen/modified from outside the class
- Sometimes called "data hiding"
- Default mode

• Public

- Visible outside the class
- Accessed via objectName.variable syntax
- Rare data is almost always private

Class Data Types

```
// Circle class declaration
class Circle{
  private:
    double radius;
};
  Notes:
      note colon after class access specifier - private:
```