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## Inheritance

Inheritance is a feature to reuse the existing class without makin any changes in it.

Syntax: InheritingClass : InheritedClass

```
#include <iostream>
using namespace std;

class Papa {
public :
   int a = 10;
};

class Beta : public Papa {
public :
    int b = 20;
};

int main() {
   Beta obj;
```

```
    cout << obj.a + obj.b<< endl;
 }
```

In above program, Beta class inherited Papa class.

## 2. Encapsulation

Encapsulation is defined as binding together the data and the functions that manipulates them.

```
class Encapsulation {
  private:
    int a;

  public:
    void show() {
      cout<<a;
    }
};
```

In above program,

class Encapsulation binds together variable a and function show().

## 3. Abstraction

Abstraction refers to providing only essential information to the outside world and hiding their background details.

For example,

```
#include <iostream>
using namespace std;

int main() {
   cout << "Abstraction";
   return 0;
}
```

In above program,

User dont need to understand how cout works. User should know only how to use it.