

- functions and methods can return objects
 - `Date findNextDay(const Date &date) { ... } // function`
 - `Date nextDay() const; // member method`
- any function/method that returns an object can have a method applied to it
 - `findNextDay(d1).write(cout);`
- methods can use other methods
 - `result.move(1); // in nextDay`
 - `this -> getDDMMYYYY (day, month, year); // in write`
 - `getDDMMYYYY (day, month, year); // in write`
- we can provide private methods which can be used only by the other methods
 - `Date (long dayNumber); // declared in private section`

helper function/method:

- two ways to declare
- cannot be used outside class (in either approach)

- regular function
 - not mentioned in .h file
 - no "Class":: in front of name in .cpp file
 - declared as static
 - **cannot** access object

OR

- private method
 - prototype in private section of .h file
 - "Class":: in front of name in .cpp file
 - **not** declared as static
 - **can** access object