data types using constructor.cpp

```cpp
#include<iostream>
using namespace std;
class printnumber
{
        int n1;
        char *p;
        float n2;
        double n3;
        long int n4;
        public:
                printnumber(int);
                printnumber(char*);
                printnumber(float);
                printnumber(double);
                printnumber(long int);
};
printnumber::printnumber(int a)
{
        n1=a;
        cout<<"integer is"<<a;
}
printnumber::printnumber(char* b)
{
        p=b;
        cout<<"character is"<<b;
}
printnumber::printnumber(float c)
{
        n2=c;
        cout<<"float is"<<c;
}
printnumber::printnumber(double d)
{
        n3=d;
        cout<<"double is"<<d;
}
int main()
{
        printnumber p1(88),p2("hi"),p3(3.15),p4(5.2344),p5(12346);
        return 0;
}
```

```
integer is88character ishidouble is3.15double is5.2344intege
r is12346
[Program finished]
```