//Student, find out that why would program crash

Example 01

/\*

//Student

#include<iostream>

using namespace std;

class Student{

public:

string \*name;

Student(string name){

this->name = new string(name);

}

void chnageName(string name){

\*(this->name) = name;

}

void introduce(){

cout<<"My name is "<<\*name<<endl;

}

};

int main(){

Student s1("Ali");

Student s2 = s1;

s1.introduce();

s2.introduce();

s1.chnageName("Tahir");

s1.introduce();

s2.introduce();

}\*/

Example 03

/\*

#include <iostream>

using namespace std;

class Employee {

public:

string \*name; //data member(also instance variable)

Employee(string name)

{

this->name = new string(name);

}

void display()

{

cout<<this->name<<endl;

}

};

int main() {

Employee e1( "Ali"); //creating an object of Employee

Employee e2("Khan");

e1.display();

e2.display();

return 0;

}

\*/

/\*

#include<iostream>

using namespace std;

int main()

{

int a = 10;

int b = 50;

const int\* const pA = &a;

\*pA = 20; // cannot do this

pA = &b;

cout<<\*pA<<endl;

//cout<<pA<<endl;

}

\*/

/\*

#include<iostream>

using namespace std;

class Student{

private:

string \*name;

public:

Student(string aName){

name = new string;

\*name = aName;

}

Student(const Student &obj){

name = new string;

\*name = obj.getName();

}

string getName() const{

return \*name;

}

void setName(string aName){

\*name = aName;

}

void display(){

cout<<\*name<<endl;

}

};

int main(){

Student obj("ali");

Student obj2 = obj;

obj.display();

obj2.display();

obj.setName("Tahir");

obj.display();

obj2.display();

}

\*/

/\*

#include<iostream>

using namespace std;

class Student{

int \*rollnumber;

public:

Student(int arollnumber){

rollnumber = new int;

\*rollnumber = arollnumber;

}

int setRollnumber(int arollnumber){

\*rollnumber = arollnumber;

}

int getRollnumber(){

return \*rollnumber;

}

void display(){

cout<<\*rollnumber<<endl;

}

};

int main(){

Student s1(123);

Student s2 = s1;

s1.display();

s2.display();

s1.setRollnumber(20);

s1.display();

s2.display();

}\*/

#include<iostream>

using namespace std;

class Student{

int \*rollnumber;

public:

Student(int arollnumber){

rollnumber = new int;

\*rollnumber = arollnumber;

}

Student( Student &p){

rollnumber = new int;

\*rollnumber = p.getRollnumber();

}

int setRollnumber(int arollnumber){

\*rollnumber = arollnumber;

}

int getRollnumber(){

return \*rollnumber;

}

int display(){

cout<<\*rollnumber<<endl;

}

};

int main(){

Student s1(123);

Student s2 = s1;

s1.display();

s2.display();

s1.setRollnumber(20);

s1.display();

s2.display();

}