	OPP's in detail	
#	Shallow & Decl Coly	
	#include <iostream></iostream>	
	# include < String.h >	
	USIL nonce Std;	
	Class Student (
	int age; Char * name;	
	Public:	
	Student (int age, char *name) {	
	this -> age =age;	
	this -> nome = name;	,
	Void dis Play () { Cout << nome << " " << age << endl;	
	1.	
	دگ	
	int main () { Char nome [] = "bhavy";	
	Student SI (20, nome); S1. dis Play();	
	name [3] = "e"; // changing to bhacy	OtPut:- bhavy 20
	Student Se (24, name); S2. distley C);	bhaey 24 bhaey 24
	SI. disPlay C);	b nacy (1

ie, after chaging the name a bit, the chages happened to be in
both SI & SZ lets see why this hoppen
In int moin -
7804
name > 6/h/a/Ny/0
·······································
how In our Ches -
SI. Student (20, nome);
1780
age Ro
Nome [780] ge=20
home = 780
age=24 SI
nome = 780
85
i.e, none, SI &SR are Pointing at some averagionly, i.e, charging
in any of these will leads to change for Evergone
& this Copying is Called Shallow Cofy.
N THE COLDING & COULD STEED STEED
sol use deep Coly, i.e. create a new sorray with some values
so that chages will not Replect
-> it is clear that changes need to made in class only main has no use
In internal working - so Lets change the class according to deel Coly
- 1 30 Lets change the class according to

		· · · · · · · · · · · · · · · · · · ·	
	Class Student (
	int age;	u .	
	char * nome;		
	Public:		
	Student (int age, char * home) {		
	this -> age = age;		
	// Shallow Coly		
	1 this -> name = name;		
	" I'll'S > Mance = Morne	£ 1 755 . (4.)	
	11 Deep Copy	for holl'	
	this - nome = new cho	of Estrien (nome) + 17:	
	Strety (this -> nome, non		
	orey Chas home grow	, resp	
	7		
	Yord disPlay () (The Airce		
	1 A TONE OF THE PARTY OF THE PA		
	3.		
	<u> </u>		
occordi ->		780	
In Mary	Thus .		
Toole	3) David St. C.		
	nome = 830		
	1	Je = 20 [nome = 780]	
	890		
	[6/h/a/v/y/0]		
1	how, It we change in any of	the average it wont reglect	
	in other—		
		outlut: - bhory 20	
		bhaey 24	
4	•	bhavy 20	