#include <iostream>

using namespace std;

class c1

{

public:

c1();

~c1();

void input(float \*);

float process(float \*);

void output(float \*);

private:

};

c1::c1()

{

cout<<"\* \* \* START OF PROGRAM \* \* \* \n\n";

}

c1::~c1()

{

cout<<"\n \* \* \* END OF JOB \* \* \*";

}

void c1::input(float \*CEL)

{

cout<<"\nENTER CELCIUS VALUE = ";

cin>>\*CEL;

}

float c1::process(float \*CEL)

{

float FAH = 0.0;

FAH = (\*CEL\*1.8) + 32;

float KEL = 0.0;

KEL = \*CEL + 273.15;

return KEL;

}

void c1::output(float \*CEL)

{

cout<<"\nFAHRENHEIT = " << \*CEL \* 1.8 + 32;

cout<<"\nKELVIN = "<<\*CEL + 273.15;

}

int main()

{

c1 o1;

float CEL = 0;

float FAH = 0;

float KEL = 0;

o1.input(&CEL);

FAH = o1.process(&CEL);

KEL = o1.process(&CEL);

o1.output(&CEL);

}

**RESULTS**

**\* \* \* START OF PROGRAM \* \* \*   
  
  
ENTER CELCIUS VALUE = 12  
  
FAHRENHEIT = 53.6  
KELVIN = 285.15  
 \* \* \* END OF JOB \* \* \***

This program let's users input the Celsius degree value and converts to Fahrenheit and Kelvin degrees. Which is accomplished by using pointers and basic arithmetic. The pointers are used on the Celsius value and plugged in to the formulas for fahrenheit and Kelvin.