

9) To create 3 objects for a class named pntr_obj with data member such as roll_no and name. Create s member function set_data() for setting the data values and print() member function to pint the object has invoked using this pointer

```
#include <iostream>
#include <string>
class pntr_obj {
private:
    int roll_no;
    std::string name;
public:
    // Member function to set data values
    void set_data(int roll, const std::string& student_name) {
        roll_no = roll;
        name = student_name;
    }

    // Member function to print which object has invoked it
    void print() {
        std::cout << "Student Name: " << name << ", Roll Number: " << roll_no;
        std::cout << " (Object at memory location: " << this << ")" << std::endl;
    }
};

int main() {
    // Create three objects of the pntr_obj class
    pntr_obj obj1, obj2, obj3;

    // Set data values for each object
    obj1.set_data(101, "Anu");
    obj2.set_data(102, "Pince");
    obj3.set_data(103, "Anubha");

    // Print information for each object
    std::cout << "Information for Object 1:" << std::endl;
    obj1.print();

    std::cout << "\nInformation for Object 2:" << std::endl;
    obj2.print();

    std::cout << "\nInformation for Object 3:" << std::endl;
    obj3.print();

    return 0;
}
```

