#include<iostream>

#include<string.h> // header file declares a set of functions to work strings.

using namespace std;

class db

{

int roll;

char name[20];

char Class[10];

char Div[10];

char dob[12];

char bg[5],city[10];

char phone[12],license[12];

public:

static int stdno; // declaration of static variable

static void count() // defination of static function

{

cout<<"\n No.of objects created: "<<stdno;

}

db() // default constructor

{

roll=7;

strcpy(name,"Saurabh");

strcpy(Class,"SE");

strcpy(Div,"A");

strcpy(dob,"13/08/1999");

strcpy(bg,"AB+");

strcpy(city,"Pune");

strcpy(phone,"9\*\*\*\*\*\*\*\*9");

strcpy(license,"A1010");

++stdno;

}

void getdata()// defining member function

{

cout<<"\n\nEnter:name,roll,Class,Div,Dob,bg,city,phone,license\n\n";

cin>>name>>roll>>Class>>Div>>dob>>bg>>city>>phone>>license;

}

friend void display(db d); // declaration of friend function

~db() // destructor

{

cout<<"\n\n"<<this->name<<"(Object) is destroyed!\n";

}

};

void display(db d) // defination of friend function

{

cout<<"\n Name:"<<d.name;

cout<<"\n Roll\_No:"<<d.roll;

cout<<"\n Class:"<<d.Class;

cout<<"\n Div:"<<d.Div;

cout<<"\n DOB:"<<d.dob;

cout<<"\n Blood group:"<<d.bg;

cout<<"\n City:"<<d.city;

cout<<"\n Phone\_No:"<<d.phone;

cout<<" \n Liacense\_No:"<<d.license;

}

int db::stdno; // Define static data member stdno outside the class;

int main()

{

int n,i;

db d1,\*ptr[5];

cout<<"\nDefault values:";

display(d1);

d1.getdata();

display(d1);

cout<<"\nHow many objects u want to create?:";

cin>>n;

for(i=0;i<n;i++)

{

ptr[i]=new db(); //new operator use to dynamic memory(run time) allocation

ptr[i]->getdata();

}

cout<<"\n"<<"name"<<"roll"<<"Class"<<"Div"<<"dob"<<"bg"<<"contact"<<"phone"<<"license";

for(i=0;i<n;i++)

display(\*ptr[i]);

db::count(); // calling of static function

for(i=0;i<n;i++)

{

delete(ptr[i]); //delete operator use to deallocation of memory

}

cout<<"\nObjects deleted!" ;

}

Output:

Graphical user interface, text, application, email

Description automatically generatedGraphical user interface, text, application, email

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