```cpp
#include <iostream>
#include <string>
using namespace std;
class Student {
Private:
string name;
int age;
int rollNo;
float gpa;
Public:
Student();
student(string n, int a, int r, float g=0.0);
~Student();
void setName(string n);
void setAge(int a);
void setRollNo(int r);
void setGPA(float g);

String getName();
int getAge();
int getRollNo();
float getGPA();
void calculateGrade();
void display();
};
```

```cpp
Student :: Student () {
    name = "unknown";
    age = 0;
    rollNo = 0;
    gpa = 0.0;
}

Student :: Student (string n, int a, int r, float g){
    name = n;
    age = a;
    rollNo = r;
    gpa = 0.0;
}

Student :: ~Student () {
    cout << "Destructor called for Student:"<<name
    <<endl;
}

void Student :: setName (string n){
    name = n;
}

void Student :: setAge (int a){
    age = a;
}

void Student :: setRollNo (int r){
    rollNo = n;
}
```

```cpp
Void Student :: setGPA(float g){
    gpa = g;
}

String student :: getName (){
    return name;
}

int student :: getAge (){
    return age;
}

int Student :: getRollNo(){
    return rollNo;
}

float Student :: getGPA(){
    return gpa;
}

Void Student :: calculate Grade (){
    if (gpa >= 3.){
        cout <<" | Grade : A " <<endl;
    }

    else if ( gpa >= 2.5){
        cout <<" | Grade : B " <<endl;
    }

    else if ( gpa >= 1.5 ){
        cout <<" | Grade : C " <<endl;
    }
```

```cpp
    else {
        cout << " | Grade : F" << endl;
    }
}

void Student :: displayInfo() {
    cout << " | Name : " << name;
    cout << " | Age : " << age;
    cout << " | Roll No: " << rollNo;
    cout << " | GPA : " << gpa;
}

int main() {
    Student s1;
    s1.setName("Ali");
    s1.setAge(1a);
    s1.setRollNo(1);
    s1.setGPA(3.2);
    s1.displayInfo();
    s1.calculateGrade();


    Student s2("Fahad", 20, 3, 3.8);
    s2.displayInfo();
    s2.calculateGrade();
```

```
Student s3;
s3.display Info();
s3. CalculateGrade ();

system ("Pause");
return 0;
}
```