

```
#import <Foundation/Foundation.h>
#import "emp.h"

int main(int argc, const char * argv[])
{
    Employee *em=[[Employee alloc]init];
    [em setName:@"Harry"]; //setting values
    [em setDept:@"Hogwarts"];
    [em setIdnum:45];
    [em display];
    [em release];
    return 0;
}
```