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Prn No : 202401070014

Batch : A1

Assignment No – 5a

```
#include <iostream>
```

```
using namespace std;
```

```
class Player {
```

```
    int goals;
```

```
    int assists;
```

```
public:
```

```
    Player(int g =0, int a = 0) {
```

```
        goals = g;
```

```
        assists = a;
```

```
    }
```

```
    void setData() {
```

```
        cout << "enter goals: ";
```

```
        cin >> goals;
```

```
        cout << "enter assists: ";
```

```
        cin >> assists;
```

```
    }
```

```

void show() {
    cout << "\ngoals: "<< goals << endl;
    cout << "assists: "<< assists << endl;
}

int totalByValue(int g) {
    return goals + g;
}

void addAssistByRef(int &a) {
    assists += a;
    cout << "\ninside addAssistByRef: Assists = " << assists << endl;
}

};

int main() {
    Player p1;
    p1.setData();
    Player &ref = p1;
    cout << "\nstats using reference:\n";
    ref.show();

    Player *ptr = &p1;
    cout << "\nstats using pointer:\n";
    ptr->show();
}

```

```
    int extraGoals = 5;

    cout << "\ntotal goals (by value): " << p1.totalByValue(extraGoals)
<< endl;


    int extraAssists = 3;
    p1.addAssistByRef(extraAssists);
    cout << "\nfinal stats:\n";
    p1.show();

    return 0;
}
```

main.c...

Output

Enter Goals: 45

Enter Assists: 65

Stats using reference:

Goals: 45

Assists: 65

Stats using pointer:

Goals: 45

Assists: 65

Total goals (by value): 50

Inside addAssistByRef: Assists = 68

Final stats:

Goals: 45

Assists: 68

=== Code Execution Successful ===