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[■]

C&D.C

```
#include<iostream.h>
```

```
#include<conio.h>
```

```
class Demo
```

```
{
```

```
private:
```

```
    int a,b;
```

```
public:
```

```
    Demo();
```

```
    ~Demo();
```

```
    Demo(int x, int y);
```

```
    Demo(Demo &D2);
```

```
    void show();
```

```
};
```

```
Demo::Demo()
```

```
{
```

```
cout<<"contuctor called"<<endl;
```

```
}
```

```
Demo::Demo(int x, int y)
```

```
{
```

```
cout<<" parameterized constructor"<<endl;
```

```
a=x;
```

\*

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```
[ ]  
a=x;  
b=y;  
}  
Demo::Demo(Demo &D2)  
{  
cout<<"copy constructor"<<endl;  
a=D2.a;  
b=D2.b;  
}  
void Demo::show()  
{  
cout<< a<<endl;  
cout<<b<<endl;  
}  
Demo::~~Demo()  
{  
cout<<"Destructor called";  
}  
void main()  
{  
clrscr();  
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```



```

[■]
b=D2.b;
}
void Demo::show()
{
cout<< a<<endl;
cout<<b<<endl;
}
Demo::~~Demo()
{
cout<<"Destructor called";
}
void main()
{
clrscr();
Demo d1;
Demo d3(10,20);
d3.show();
Demo d4=d3;
d4.show();
getch();
}

```

contuctor called  
parameterized constructor

10

20

copy constuctor

10

20

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