

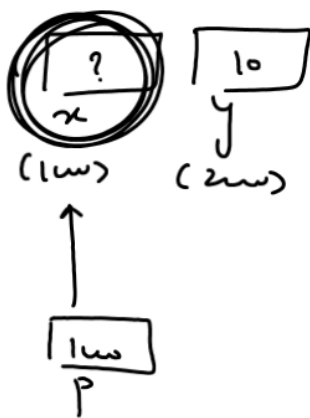
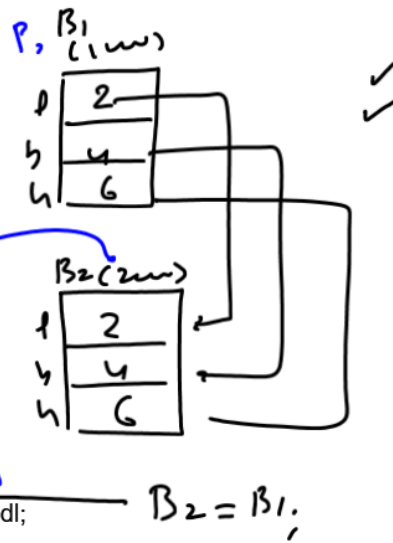
Benefits Of Using "this"

1. We can resolve the overlapping of data members of the class done by local variables inside a member function with the same name.
2. We can reduce the code of copy constructor to one single line.
3. We can reduce the number of statements inside the body of overloaded operator function

```

#include <iostream>
using namespace std;
class Box
{
    int l,b,h;
public:
    Box(int l,int b,int h)
    {
        this->l=l;
        this->b=b;
        this->h=h;
    }
    Box(Box &P)
    {
        l=P.l;
        b=P.b;
        h=P.h;
    }
    void show()
    {
        cout<<l<<" "<<b<<" "<<h<<endl;
    }
};

```



```
int x, y=10;
```

```
int *p;
```

```
p = &x;
```

```
x = y;
```

```
or
*x = y;
```