

```
#include <iostream>
using namespace std;
int main() {
    struct alpha
    {
        int x = 30;
        char cha;
    };
    alpha obj1;
    obj1.cha = 'A';
    obj1.x = 10;
    cout << obj1.cha<<endl;
    cout << obj1.x<<endl;
    system("pause");
    return 0;
}
```

```
#include <iostream>
using namespace std;
class alpha
{
public:
    int x = 30;
    char cha;
};
int main() {

    alpha obj1;
    obj1.cha = 'A';
    obj1.x = 10;
    cout << obj1.cha<<endl;
    cout << obj1.x<<endl;
    system("pause");
    return 0;
}
```

```
#include <iostream>
using namespace std;
class alpha
{
public:
    int x;
    char cha;
};

int main() {

    alpha obj1;
    obj1.cha = 'A';
    obj1.x = 10;
    cout << obj1.cha << endl;
    cout << obj1.x << endl;
    system("pause");
    return 0;
}
```

```
#include <iostream>
using namespace std;
class alpha
{
public:
    int x = 30;
    char cha;
};

int main() {

    alpha obj1(3,4);
    obj1.cha = 'A';
    obj1.x = 10;
    cout << obj1.cha << endl;
    cout << obj1.x << endl;
    system("pause");
    return 0;
}
```

```
#include <iostream>
using namespace std;
class alpha
{
public:
    int x;
    char cha;
    alpha(int a, char c) {
    }
};
int main() {

    alpha obj1;
    obj1.cha = 'A';
    obj1.x = 10;
    cout << obj1.cha << endl;
    cout << obj1.x << endl;
    system("pause");
    return 0;
}
```

```
#include <iostream>
using namespace std;
class alpha
{
public:
    int x;
    char cha;
    alpha(int a, char c) {
    }
};
int main() {

    alpha obj1(2, 'A');
    obj1.cha = 'A';
    obj1.x = 10;
    cout << obj1.cha << endl;
    cout << obj1.x << endl;
    system("pause");
    return 0;
}
```

```
#include <iostream>
using namespace std;
class alpha
{
public:
    int x;
    char cha;
    alpha(int a, char c) {
    }
    alpha() {
    }
};
int main() {

    alpha obj1;
    obj1.cha = 'A';
    obj1.x = 10;
    cout << obj1.cha << endl;
    cout << obj1.x << endl;
    system("pause");
    return 0;}
```

```
#include <iostream>
using namespace std;
class alpha
{
public:
    int x;
    char cha;
    alpha(int a, char c) {
    }
    alpha() {
    }
};
int main() {
    alpha obj1(4, 'B');
    obj1.cha = 'A';
    obj1.x = 10;
    cout << obj1.cha << endl;
    cout << obj1.x << endl;
    system("pause");
    return 0;
}
```