//practical No: 32

// wap in c++ program to demonstratre copy constructor

#include<iostream.h>

class Point

{

private:

int x, y;

public:

Point(int x1, int y1) { x = x1; y = y1; }

Point(const Point &p2) {x = p2.x; y = p2.y; }

int getX() { return x; }

int getY() { return y; }

};

int main()

{

Point p1(10, 15);

Point p2 = p1;

cout << "p1.x = " << p1.getX() << ", p1.y = " << p1.getY();

cout << "\np2.x = " << p2.getX() << ", p2.y = " << p2.getY();

return 0;

}

output:

p1.x = 10, p1.y = 15

p2.x = 10, p2.y = 15