8.2) Develop a C++ program to illustrate pointer to a class.

Program:

#include<iostream>

using namespace std;

class add{

private:

int x,y;

public:

add()

{

cout<<"enter two numbers";

cin>>x>>y;

}

void show()

{

cout<<"the sum is"<<x+y;

}

};

int main()

{

add a,\*aptr;

aptr=&a;

aptr->show();

return 0;

}

Output:

