POINTERS TO OBJECT

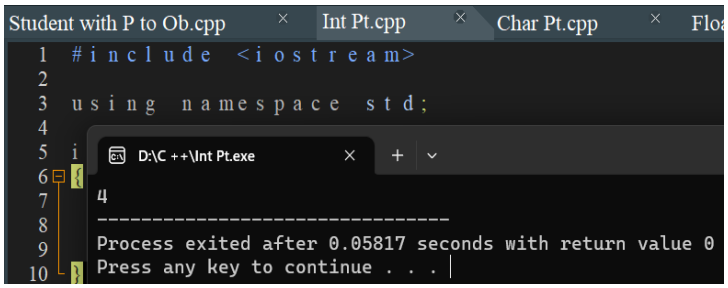
```
#include <iostream>
using namespace std;
class student
{
        Public:
   char name[50],subject[50];
   int reg_no,*p;
   void get()
   {
        cout<<"Enter Your Name: \n";
        cin>>name;
        cout<<"Enter Your RegNo: \n";
        cin>>reg_no;
        cout<<"Enter Your Subject: \n";
        cin>>subject;
        }
        void display()
        {
                cout<<name<<endl;
                cout<<reg_no<<endl;
                cout<<subject<<endl;
        }
};
int main()
{
        student s;
        student *p;
        p=&s;
   p->get();
   p->display();
}
```

OUTPUT

INTEGER USING POINTERS

```
#include <iostream>

using namespace std;

int main()

{

        int a=4;

        int *p=&a;

        cout<<*p;

}
```

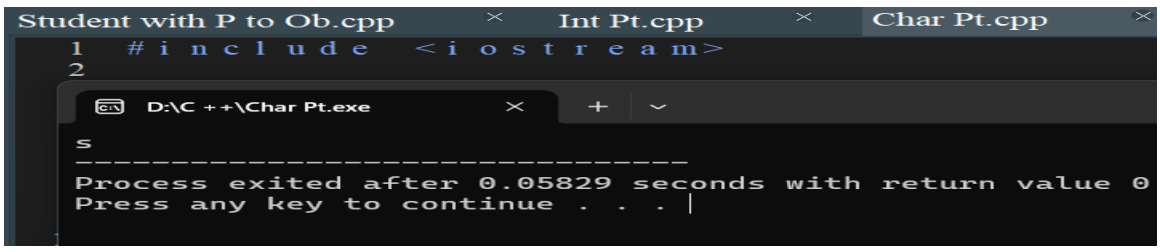
OUTPUT



CHAR USING POINTER

```
#include <iostream>

using namespace std;

int main()

{

        char a[50]="s";

        char *p=a;

        cout<<*p;

}
```

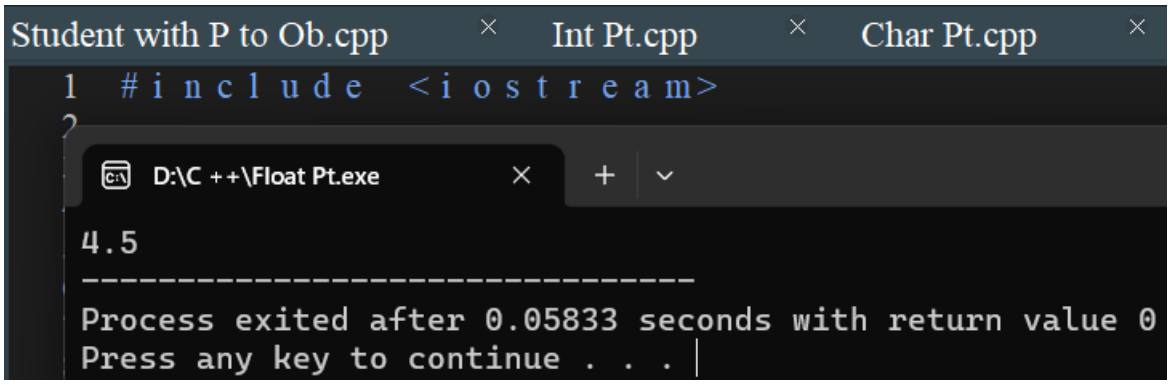
OUTPUT



FLOAT USING POINTER

```
#include <iostream>

using namespace std;

int main()

{

        float a=4.5;

        float *p=&a;

        cout<<*p;

}
```

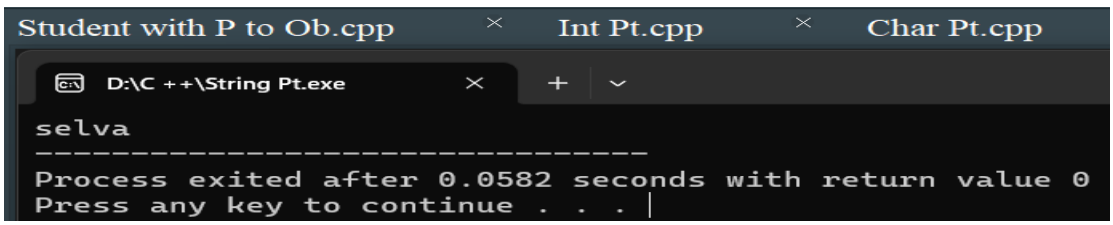
OUTPUT



STRING USING POINTER

```
#include <iostream>

#include <string>

using namespace std;

int main()

{

   string s="selva";

        string *p=&s;

        cout<<*p;

}
```

OUTPUT



ARRAY USING POINTER

```
#include <iostream>

using namespace std;

int main()

{

	int s[5]={1,2,3,4,5};

	int *p;

	for(int i=0;i<5;i++)

	{

		p=&s[i];

		cout<<*p;

	}

}
```

OUTPUT