Develop an object oriented program in C++ to create a database of student

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information system containing the following information: Name,
Roll
number, Class, division, Date of Birth, Blood group, Contact
address,
telephone number, driving license no. etc Construct the database
suitable member functions for initializing and destroying the data
viz
constructor, default constructor, Copy constructor, destructor,
static member
functions, friend class, this pointer, inline code and dynamic
memory
allocation operators-new and deletE
*/
#include <iostream>
#include<string.h>
#include<iomanip>
using namespace std;
class db
{
 int roll;
 char name[20];
 char Class[10];
 char Div[10];
 char dob[10];
   char bg[3],contact[10];
   char phone[10],license[12];
```

```
public:
   static int stdno;
   static void count()
   {
      cout<<"\nNo. of objects created: "<<stdno;</pre>
   }
 void fin(){cout<<"\nInline Function!";}</pre>
   db()
   {
       roll=0;
       strcpy(name, "Sachin");
       strcpy(Class,"I");
       strcpy(Div,"A");
      strcpy(dob, "11/11/1111");
      strcpy(bg, "A");
      strcpy(contact, "city");
      strcpy(phone, "9000000000");
      strcpy(license, "A0101010");
      ++stdno;
   }
   db(db *ob)
   {
            strcpy(name,ob->name);
      strcpy(dob,ob->dob);
      strcpy(Class,ob->Class);
       strcpy(Div,ob->Div);
      strcpy(bg,ob->bg);
      strcpy(contact,ob->contact);
      strcpy(phone,ob->phone);
      strcpy(license,ob->license);
      ++stdno;
   }
void getdata()
   {
cout<<"\n\nEnter:name,roll,Class,Div,Dob,bg,contact,phone,license</pre>
n\n';
```

```
cin>>name>>roll>>Class>>Div>>dob>>bg>>contact>>phone>>license;
   }
   friend void display(db d);
   ~db()
   {
      cout<<"\n\n"<<this->name<<"(Object) is destroyed!";</pre>
   }
};
void display(db d)
{
cout<<"\n"<<setw(12)<<d.name<<setw(5)<<d.roll<<setw(4)<<d.Class<<s</pre>
etw(3)<<d.Div<<setw(12)<<d.dob<<setw(4)<<d.bg<<setw(12)<<d.contact
<<" "<<setw(12)<<d.phone<<" "<<setw(12)<<" "<<d.license;
}
int db::stdno;
int main()
{
    int n,i;
    db d1,*ptr[5];
    cout<<"\nDefault values:";</pre>
    display(d1);
    d1.getdata();
    display(d1);
    db d2(&d1);
    cout<<"\n\nUse of copy constructor :\n";</pre>
    display(d2);
    cout<<"\nHow many objects u want to create?:";</pre>
    cin>>n;
    for(i=0;i<n;i++)</pre>
    {
     ptr[i]=new db();
```

```
ptr[i]->getdata();
    }
cout<<"\n"<<setw(12)<<"name"<<setw(5)<<"roll"<<setw(4)<<"Class"<<setw(4)<<"bg"<<setw(12)<<"contact"
<<setw(12)<<"phone"<<setw(12)<<"li>license";
    for(i=0;i<n;i++)
        display(*ptr[i]);
    db::count();
    for(i=0;i<n;i++)
    {
        delete(ptr[i]);
    }
    cout<<"\nObjects deleted!";
    return 0;
}</pre>
```