**CODE:-**

#include <iostream>

using namespace std;

int count=0;

class A

{

int m, n;

public:

A() // Default Constructor

{

cout<<"Constructor called."<<endl;

cout<<"Object created."<<endl<<endl;

m = 0;

n = 0;

}

A(int a, int b) // Parameterized Constructor

{

cout<<"Constructor called."<<endl;

cout<<"Object created."<<endl<<endl;

m = a;

n = b;

}

A(A &i) // Copy Constructor

{

cout<<"Constructor called."<<endl;

cout<<"Object created."<<endl<<endl;

m = i.m;

n = i.n;

}

~A() //Destructor

{

cout<<"Destructor called."<<endl;

cout<<"Object destroyed."<<endl<<endl;

}

void display()

{

cout << "Value of m:" << m << " "

<< "n:" << n << endl;

}

};

int main()

{

cout<<"Passed values will be displayed."<<endl;

A a(100, 50);

a.display();

cout<<"Copied values will be displayed."<<endl;

A b(a);

b.display();

{

A c;

}

{

A d(11,12);

}

return 0;

}

**OUTPUT:-**

****