Write a class Circle with a method area. Create a pointer to an object of this class and call the area method using the pointer.

#include <iostream>

#include <cmath>

class Circle {

private:

double radius;

public:

Circle(double r) : radius(r) {}

double area() const {

return M\_PI \* radius \* radius;

}

};

int main() {

Circle\* circlePtr = new Circle(9.0);

std::cout << "Area of the circle: " << circlePtr->area() << std::endl;

return 0;

}

Summary:

1. Include Headers.
2. Here cmath is used for mathematical function M\_pi.
3. Define class circle.
4. Create a constructor to initialize the radius.
5. Then area method calculates and return the area of the circle.
6. Then create a circle object with radius 9 and assign the address to the pointer.
7. Then call the area by using the pointer and display.