```
/*This programme shows how dynamic memory can be used when dealing with objects and classes*/

#include <iostream>
using namespace std;


class Box
{
private:
        double *pL, *pW, *pH;   // Pointers declaration
public:
        Box(double& L, double& W, double& H) // 2: Pass paramters by reference to the constructor
        {// 3: Use pointers/reference to manipualte data memebers in the class
                pL = new double(L);
                pW = new double(W);
                pH = new double(H);
        }
        ~Box()
        {
                delete pL; delete pW; delete pH; // Don't forget to free memory when delteing an
object in the destructor
        }

        double boxVolume() { return (*pL) * (*pW) * (*pH); }
};


void main() {

        double side = 5;

        Box *mybox = new Box(side, side, side); // 1: Define the object on the heap


        cout << mybox->boxVolume() << endl;

        delete mybox;

        system("pause");
}
```