

Demand topics by students – B2 batch

1. Pointers to objects [usage of -> (arrow) operator]

Let's Code:

```
#include<iostream>
using namespace std;
class A
{
    private:
        int a, b;
    public:
        void add(int x, int y)
        {
            a=x;
            b=y;
        }
        void disp()
        {
            cout<<"Pointer to object is done"<<endl;
            cout<<"Addition is "<<a+b<<endl;
        }
};
int main()
{
    A obj1;
    /* obj1.add(5,4);
    obj1.disp(); */

    A *ptr1;
    ptr1=&obj1;
    ptr1->add(4,5);
    ptr1->disp();
}
```

Output:

```
Pointer to object is done
Addition is 9
```

2. this pointer

In **C++** programming, this is a **keyword** that refers to the current instance of the class. There can be 3 main usage of this **keyword** in C++.

...

C++ this Pointer

- It can be used to pass current object as a parameter to another method.
- It can be used to refer current class instance variable.
- It can be used to declare indexers.

Usage 01:

```
#include<iostream>
using namespace std;

class test
{
    int a, b;
public:
    void disp()
    {
        a=10;
        b=20;
        cout<<"Current object address"<<this<<endl;
        cout<<"a value is "<<this->a<<endl;
        cout<<"b value is "<<this->b<<endl;
    }
};

int main()
{
    test obj;
    obj.disp();

    return 0;
}
```

Output:

```
Current object address0x7ffee3cfabf0
a value is 10
b value is 20
```

Usage 2:

```
#include<iostream>
using namespace std;

class test
{
    public:
    int a, b;
    public:
    void disp(int a, int b)
    {
        this->a=a;    // a=a;    // (*this).a=a;
        this->b=b;    // b=b;    // (*this).b=b;

        cout<<"a value is "<<this->a<<endl;
        cout<<"b value is "<<this->b<<endl;
    }
};

int main()
{
    test obj;
    obj.disp(10,20);

    return 0;
}
```

Output:

```
a value is 10
b value is 20
```