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#include<iostream.h>
#include<conio.h>

class circle
{
    friend void main();
    int r;
    float area;
    void cal();
public:
    //pointer to data member
    void get(int x)
    {
        r=x;
    }
    void disp()
    {
        cal();
        cout<<"Area:"<<area;
    }
};

void circle::cal()
{
    area=3.14*r*r;
}

void main()
{
    void(circle::*ptr)(void)=& circle::disp;
    circle obj;
    clrscr();
    int circle::*pt= &circle::r;
    obj.*pt=4;
    (obj.*ptr)();
}

```