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

class circle
{
    int r;
    float area;
    void cal();
public:
    void get(int x)
    {
        r=x;
    }
    void disp()
    {
        cal();
        cout<<"Area:"<<area;
    }
};

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

void main()
{
    circle obj;
    clrscr();
    int n;
    cout<<"Enter Radius:";
    cin>>n;
    obj.get(n);

    circle *ptr=&obj;
    ptr->disp();    // pointer to data object
}

```