**Practical no.-**14

**Program no.-** 01

**Title:** Program to implement Pointer to Object

**Roll No.:** 76 **Batch-** C

**Code:**

#include<iostream>

using namespace std;

class Book

{

private:

char book\_name[25];

char author[25];

float price;

public:

void accept(void)

{

cout<<"Enter Title of book:"; gets(book\_name);

cout<<"Enter Author of book:"; gets(author);

cout<<"Enter Price:"; cin>>price;

}

void display(void)

{

cout<<"Title of book:"<<book\_name;

cout<<"\nAuthor of book:"<<author;

cout<<"\nPrice:"<<price;

}

};

int main()

{

Book bk; //Create object

Book \*ptr; //Pointer var.

ptr=&bk; //Pointer to object

cout<<"Enter Information of book:\n";

ptr->accept();

cout<<"Information of book:\n";

ptr->display();

return 0;

}

**OUTPUT-1:**

Enter Information of book:

Enter Title of book:The way of Sucess!

Enter Author of book:J.Morse

Enter Price:126.57

Information of book:

Title of book:The way of Sucess!

Author of book:J.Morse

Price:126.57

**OUTPUT-2:**

Enter Information of book:

Enter Title of book:Shyamchi Aai

Enter Author of book:Sane Guruji

Enter Price:150.23

Information of book:

Title of book:Shyamchi Aai

Author of book:Sane Guruji

Price:150.23