**Practical no.-**14

**Program no.-** 02

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

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

**Code:**

#include<iostream>

using namespace std;

class Box

{

private:

float w,b,h;

public:

void accept(void)

{

cout<<"Enter width of box:"; cin>>w;

cout<<"Enter Breadth of box:"; cin>>b;

cout<<"Enter Height of box:"; cin>>h;

}

float find\_area();

float find\_volume();

};

float Box::find\_area()

{

float ar;

ar=((2\*w\*b)+(2\*b\*h)+(2\*w\*h));

return ar;

}

float Box::find\_volume()

{

float vol;

vol=w\*h\*b;

return vol;

}

int main()

{

Box b;

Box \*ptr;

ptr=&b;

cout<<"Enter 3-dimensions of box:\n";

ptr->accept();

float ar,vol;

ar=ptr->find\_area();

vol=ptr->find\_volume();

cout<<"\nArea of box="<<ar;

cout<<"\nVolume of box="<<vol;

return 0;

}

**OUTPUT-1:**

Enter 3-dimensions of box:

Enter width of box:4.2

Enter Breadth of box:6.3

Enter Height of box:2.4

Area of box=103.32

Volume of box=63.504

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**OUTPUT-2:**

Enter 3-dimensions of box:

Enter width of box:4.7

Enter Breadth of box:3.6

Enter Height of box:2.9

Area of box=81.98

Volume of box=49.068

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