

```

1 //Using the concept of pointers write a function that swaps the private data values of two objects of the
same class type
2
3 #include <iostream>
4 #include <conio.h>
5
6 using namespace std;
7
8 class MyClass {
9     private:
10         int value;
11
12     public:
13         MyClass(int v) : value(v) {}
14
15         void setValue(int v) {
16             value = v;
17         }
18
19         int getValue() {
20             return value;
21         }
22
23         void swap(MyClass* other) {
24             int temp = other->value;
25             other->value = this->value;
26             this->value = temp;
27         }
28 };
29
30 int main() {
31     MyClass obj1(10);
32     MyClass obj2(20);
33
34     cout << "Before swapping:" << endl;
35     cout << "obj1 value: " << obj1.getValue() << endl;
36     cout << "obj2 value: " << obj2.getValue() << endl;
37
38     obj1.swap(&obj2);
39
40     cout << "\nAfter swapping:" << endl;
41     cout << "obj1 value: " << obj1.getValue() << endl;
42     cout << "obj2 value: " << obj2.getValue() << endl;
43
44     return 0;
45 }

```