#include <iostream>

using namespace std;

class base

{

int a;

public:

void setdata(int a)

{

this ->a=a;

}

void printdata()

{

cout<<"the value of A is "<< a<< endl;

}

};

int main() {

base \*p=new base;

p->setdata(7);// ..............(\*p).setdata(7);

p->printdata();// ................(\*p).printdata();

(\*p).setdata(65789);

(\*p).printdata();

base b;

base \*d = &b;

d->setdata(76);

d->printdata();

return 0;

}