1. Write a simple program by using a Constructor.

2. WAP to declare the integer value in your program with constructor.

3. Write a simple program by using multiple constructors in your program.

4. WAP to interchange the value of two objects by using copy constructor.

5. WAP to calculate factorial using constructor.

6. WAP to add two matrixes by using a constructor.

7. WAP to multiply two matrixes by using a constructor.

8. WAP to input Principal, Rate, Years and return value of amount and find out the simple interest and compound interest in percent and decimal form. Use dynamic initialization of constructors.

9. Write a program to add two complex numbers by using overloaded constructor.

10. WAP to calculate area of rectangle where its dimensions (width and height) are provided by its constructor.