4. Create a class Point with data members as x,y. Create Default and Parameterized constructors. Write

getters and setters for all the data members. Also add the display function. Create the object of this

class in main method and invoke all the methods in that class.\*/

#include<iostream>

using namespace std;

class Point

{

int x,y;

public:

//Default Constructor

Point()

{

cout<<"Default Constructor..."<<endl;

}

//Parameterized Constructor

Point(int x, int y)

{

this->x=x;

this->y=y;

}

void setXvalue(int x )

{

this->x=x;

}

int getXvalue()

{

return x;

}

void setYvalue(int y)

{

this->y=y;

}

int getYvalue()

{

return y;

}

void display()

{

cout<<"("<<x<<","<<y<<")"<<endl;

}

};

int main()

{

Point p;

p.setXvalue(5);

p.getXvalue();

p.setYvalue(4);

p.getYvalue();

p.display();

return 0;

}