2. Modify the following class to write one constructor equivalent to the three constructors so that the output of a program using the Point class remains the same.

**class Point**

**{**

**int x, y;**

**public:**

**Point():x(0),y(0){}**

**Point (int xVal):x(xVal),y(0){}**

**Point (int xVal,yVal):x(xVal),y(yVal) {}**

**void display( );**

**};**

Program#2…

#include<iostream>

using namespace std;

class point//a class called point

{

private:

int x,y;//two int variable

public:

point():x(0),y(0)

{

cout<<"\ndefault 1\n"<<x<<"\n"<<y;

}

point(int x):x(x),y(0)

{

cout<<"\npassing2\n"<<x<<"\n"<<y;

}

point(int x,int y):x(x),y(y) //constructor

{

cout<<"\npassing3\n"<<x<<"\n"<<y;

}

void dispaly()// const//const function

{

cout<<"\nDisply function\n"<<x<<"\n"<<y;

}

};

int main()

{

point();

point(5);

point j(5,0);//object j with value

j.dispaly();//called funtion display

getchar();

getchar();

return 0;

}