Suppose you have a Piggie Bank with an initial amount of Rs.500 and you have to add some more amount to it. Create a class 'AddAmount' with a data member named 'amount' with an initial value of Rs.500. Now make two constructors of this class as follows:

i - without any parameter - no amount will be added to the Piggie Bank

ii - having a parameter which is the amount that will be added to the Piggie Bank

Create an object of the 'AddAmount' class and display the final amount in the Piggie Bank.

CODE:

#include<iostream>

using namespace std;

int sav=0;

class addamount

{

public:

int amount=500;

addamount()

{

}

addamount(int a)

{

sav=a;

sav+=amount;

}

void display()

{

cout<<"\nyour savings in a piggy bank : "<<sav;

}

};

int main()

{

int amt;

cout<<"\nenter the amount to add in a piggy bank : ";

cin>>amt;

addamount s,d(amt);

s.display();

return 0;

}