```
#include<iostream>
using namespace std;
class Vec
{
	public:
		int x,y,z;
	Vec()
	{
		this->x=0;
		this->y=0;
		this->z=0;

	}
	int operator * (Vec s)
	{
		//x=this->x*s.x;
		return this->x*s.x+this->y*s.y+this->z*s.z;
	}
	void read()
	{
		cout<<"Enter value of x";
		cin>>this->x;
		cout<<"Enter value of y";
		cin>>this->y;
		cout<<"Enter value of z";
		cin>>this->z;
	}
};
int main()
{
	Vec v,g;
```

```
        cout<<"Enter int value\n";
        v.read();
        g.read();
        cout<<"\n Product is"<<v*g;
        return 0;
}


#include<iostream>
using namespace std;
class stud
{
        public:
                int r,s;
                stud()
                {
                this->r=0;
                this->s=0;
                }
                stud(int r,int s)
                {this->r=r;
                this->s=s;
                }
                void get(int r,int s)
                {
                        this->r=r;
                        this->s=s;
                }

                void print()
                {cout<<"r: "<<this->r<<"\n"<<"s: "<<this->s<<"\n";
```

```
                        }
};
int main()
{
        stud o1,o2(8,11);
        o1.print();
        o2.print();
        o1.get(3,4);
        o1.print();
        int p,q;
        cout<<"Enter p and q values\n";
        cin>>p>>q;
        o2.get(p,q);
        o2.print();
        return 0;
}



#include<iostream>
using namespace std;

/* local variable is same as a member's name */
class Test
{
private:
  int x;
public:
  void setX (int y)
  {
     // The 'this' pointer is used to retrieve the object's x
     // hidden by the local variable 'x'
```

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    this->x = y;
  }
  void print() { cout << "x = " << this->x << endl; }
};

int main()
{
  Test obj;
  int y = 20;
  obj.setX(y);
  obj.print();
  return 0;
}
```