**Write a c++ program to implement classes and objects.**

#include<iostream>

#include<string>

using namespace std;

class Student

{

private:

string name;

int rollNo;

float marks[3];

float average;

char grade;

public:

void getDetails()

{

cout<<"Enter student name:";

getline(cin, name);

cout<<"Enter roll number:";

cin>>rollNo;

cout<<"Enter marks for 3 subjects:\n";

for (int i=0;i<3;i++)

{

cout<<"Subject"<<i+1<<":";

cin>>marks[i];

}

}

void calculateAverage()

{

float total=0;

for (int i=0;i<3;i++)

{

total+=marks[i];

}

average=total/3;

}

void calculateGrade()

{

if (average>=90)

{

grade='A+';

}

else if (average>=80)

{

grade='A';

}

else if (average>=75)

{

grade='B+';

}

else if (average>=70)

{

grade='B';

}

else if (average>=60)

{

grade='C';

}

else

{

grade='F';

}

}

void displayDetails()

{

cout<<"\nStudent Name:"<<name<<endl;

cout<<"Roll Number:"<<rollNo<<endl;

cout<<"Marks in 3 subjects:";

for(int i=0;i<3;i++)

{

cout<<" "<<marks[i];

}

cout<<endl;

cout<<"Average Marks:"<<average<<endl;

cout<<"Grade:"<<grade<<endl;

}

};

int main()

{

Student student;

student.getDetails();

student.calculateAverage();

student.calculateGrade();

student.displayDetails();

return 0;

}

