

2) pointers

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#include <iostream>
using namespace std;

class swap
{
public:
    void swapnum(int *a, int *b)
    {
        int temp = *a;
        *a = *b;
        *b = temp;
    }
};

int main()
{
    int num1, num2;
    cout << "\n\t\t SWAPPING USING POINTERS:";
    cout << "\n Enter the first Number : ";
    cin >> num1;
    cout << "\n Enter the Second Number : ";
    cin >> num2;

    cout << "\n Before Swapping:";
    cout << "\n Number 1 = " << num1;
    cout << "\n Number 2 = " << num2;

    swap obj;
    obj.swapnum(&num1, &num2);

    cout << "\n After Swapping:";
    cout << "\n Number 1 = " << num1;
    cout << "\n Number 2 = " << num2;

    return 0;
}
```