Assignment 3

1. Write a program to implement (a) pointer to an object (b) this pointer. Practice both '.' (dot operator) and '->' (arrow operator).
2. Write a program to swap private values of two classes using a friend function.
3. Write a program to add data objects of two different classes using friend functions.
4. Write a program to demonstrate the working of friend class.
5. Write a program using Array of Objects to display area of multiple rectangles.
6. Write a program to define function *cube()* as inline for calculating cube of a number.
7. Write a program to pass an object as an argument and return the object from a function.
   a. Use pass-by-value
   b. Use pass-by-address