**CODE:**

#include <iostream>

#include <math.h>

using namespace std;

class c1

{

public:

c1();

~c1();

void input(int\*, int\*, int\*, int\*, int\*);

float process(int\*, int\*, int\*, int\*, int\*);

float process1(int\*, int\*, int\*, int\*, int\*, float\*);

void output(float\*, float\*);

private:

};

c1::c1()

{

cout << "\*\*\* START OF PROGRAM \*\*\*\n\n";

};

c1::~c1()

{

cout << "\n\n\*\*\* END OF PROGRAM \*\*\*";

};

void c1::input(int\*a, int\*b, int\*c, int\*d, int\*e)

{

cout << "Enter First Value = ";

cin >> \*a;

cout << "Enter Second Value = ";

cin >> \*b;

cout << "Enter Third Value = ";

cin >> \*c;

cout << "Enter Fourth Value = ";

cin >> \*d;

cout << "Enter Fifth Value = ";

cin >> \*e;

};

float c1::process(int\*a, int\*b, int\*c, int\*d, int\*e)

{

cout << "\n Find The Standard Deviation Of These Five Values ......\n";

float x = 0.0;

x = ((\*a + \*b + \*c + \*d + \*e)/5);

return x;

};

float c1::process1(int\*a, int\*b, int\*c, int\*d, int\*e, float\*x)

{

float s = 0.0;

s = sqrt( (((\*x - \*a)\*(\*x - \*a)) + ((\*x - \*b)\*(\*x - \*b)) + ((\*x - \*c)\*(\*x - \*c)) + ((\*x - \*d)\*(\*x - \*d)) +((\*x - \*e)\*(\*x - \*e))) /4);

return s;

};

void c1::output(float\*s, float\*x)

{

cout << "\n Average = " << \*x;

cout << "\n Standard Deviation = " << \*s;

};

int main()

{

c1 o1;

int a = 0;

int b = 0;

int c = 0;

int d = 0;

int e = 0;

float x = 0;

float s = 0;

o1.input(&a, &b, &c, &d, &e);

x = o1.process(&a, &b, &c, &d, &e);

s = o1.process1(&a, &b, &c, &d, &e, &x);

o1.output(&s,&x);

};

**PRINT:**

\*\*\* START OF PROGRAM \*\*\*  
  
Enter First Value = 1  
Enter Second Value = 2  
Enter Third Value = 3  
Enter Fourth Value = 4  
Enter Fifth Value = 5  
  
 Find The Standard Deviation Of These Five Values ......  
  
 Average = 3  
 Standard Deviation = 1.58114  
  
\*\*\* END OF PROGRAM \*\*\*