

New and Delete operator

INPUT:

```
#include<iostream>

using namespace std;

class Pointer{
    public:

        int *ptrInt;

        float *ptrFloat;

        void getdata(){

            ptrInt= new int;

            ptrFloat= new float;

            *ptrInt =45;

            *ptrFloat=45.45f;

        }

        void showdata(){

            cout<<"*ptrInt :"<<*ptrInt<<endl;

            cout<<"*ptrFloat :"<<*ptrFloat<<endl;

            delete ptrInt;

            cout<<"*ptrInt :"<<*ptrInt<<endl;

            delete ptrFloat;

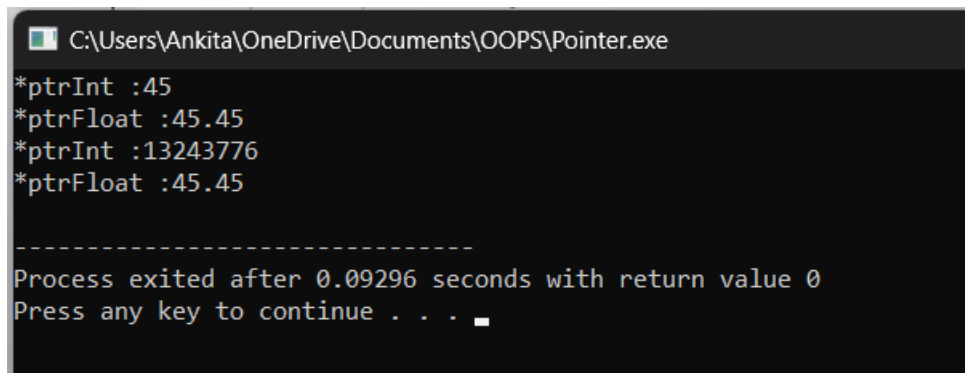
            cout<<"*ptrFloat :"<<*ptrFloat<<endl;

        }

};
```

```
int main()
{
    Pointer p;
    p.getdata();
    p.showdata();
    return 0;
}
```

OUTPUT:



```
C:\Users\Ankita\OneDrive\Documents\OOPS\Pointer.exe
*ptrInt :45
*ptrFloat :45.45
*ptrInt :13243776
*ptrFloat :45.45
-----
Process exited after 0.09296 seconds with return value 0
Press any key to continue . . .
```

Pointer to Object:

INPUT:

```
#include<iostream>

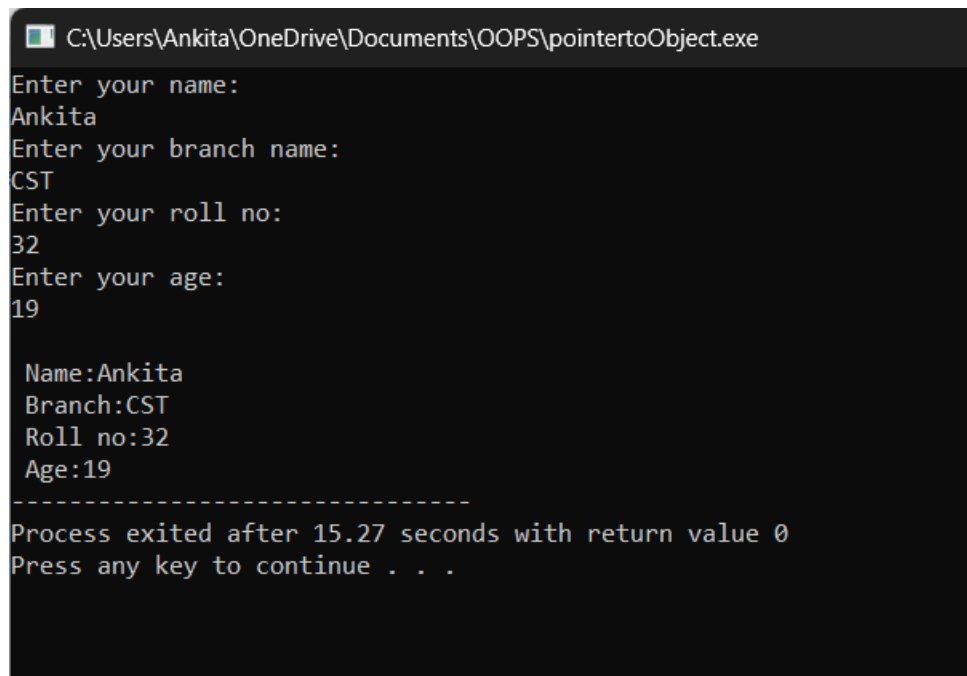
using namespace std;

class student
{
    public:
        char name[20],branch[10];
        int rollno,age;
        void getInputDetails()
        {
            cout<<"Enter your name:"<<endl;
            cin>>name;
            cout<<"Enter your branch name:"<<endl;
            cin>>branch;
            cout<<"Enter your roll no:"<<endl;
            cin>>rollno;
            cout<<"Enter your age:"<<endl;
            cin>>age;
        }
        void outputDetail()
        {
            cout<<"\n Name:"<<name;
            cout<<"\n Branch:"<<branch;
            cout<<"\n Roll no:"<<rollno;
            cout<<"\n Age:"<<age;
        }
};

int main()
{
    student j;
```

```
    student *ptr;  
    ptr=&j;  
    ptr->getInputDetails();  
    ptr->outputDetail();  
    return 0;  
}
```

OUTPUT:



```
C:\Users\Ankita\OneDrive\Documents\OOPS\pointertoObject.exe  
Enter your name:  
Ankita  
Enter your branch name:  
CST  
Enter your roll no:  
32  
Enter your age:  
19  
  
Name:Ankita  
Branch:CST  
Roll no:32  
Age:19  
-----  
Process exited after 15.27 seconds with return value 0  
Press any key to continue . . .
```

Pointer to Pointer:

INPUT:

```
#include<iostream>

using namespace std;

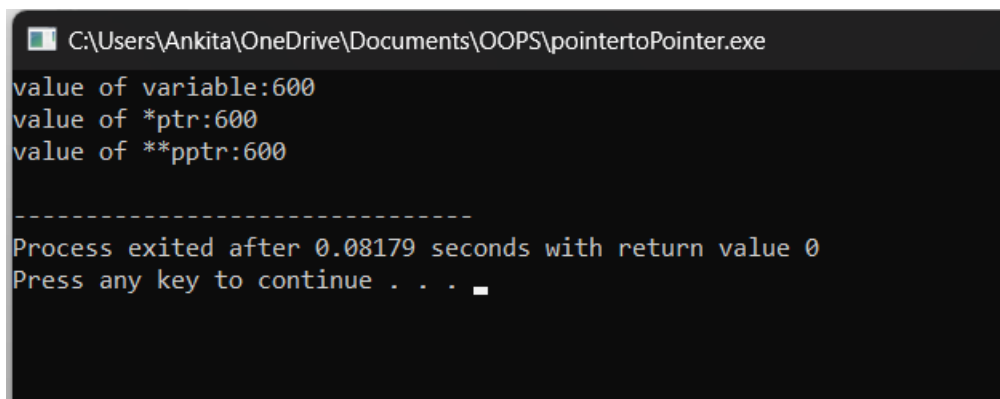
class pointer
{
    public:
    int var=300;
    int **pptr;
    int *ptr;
    void put()
    {
        ptr=&var;
        pptr=&ptr;
    }
    void show()
    {
        cout<<"value of variable:"<<var<<endl;
        cout<<"value of *ptr:"<<*ptr<<endl;
        cout<<"value of **pptr:"<<**pptr<<endl;
    }

};

int main()
{
    pointer obj;
```

```
    obj.put();  
    obj.show();  
  
    return 0;  
}
```

OUTPUT:



```
C:\Users\Ankita\OneDrive\Documents\OOPS\pointertoPointer.exe  
value of variable:600  
value of *ptr:600  
value of **pptr:600  
  
-----  
Process exited after 0.08179 seconds with return value 0  
Press any key to continue . . .
```

This pointer:

INPUT:

```
#include<iostream>  
  
using namespace std;  
  
class employee  
{  
    public:  
        int id;  
        string name;  
        float salary;  
        employee(int id, string name, float salary)
```

```

        {
            this->id=id;
            this->name=name;
            this->salary=salary;
        }
    void display()
    {
        cout<<"id:"<<id<<"\t Name:"<<name<<"\t Salary:"<<salary<<endl;
    }
};

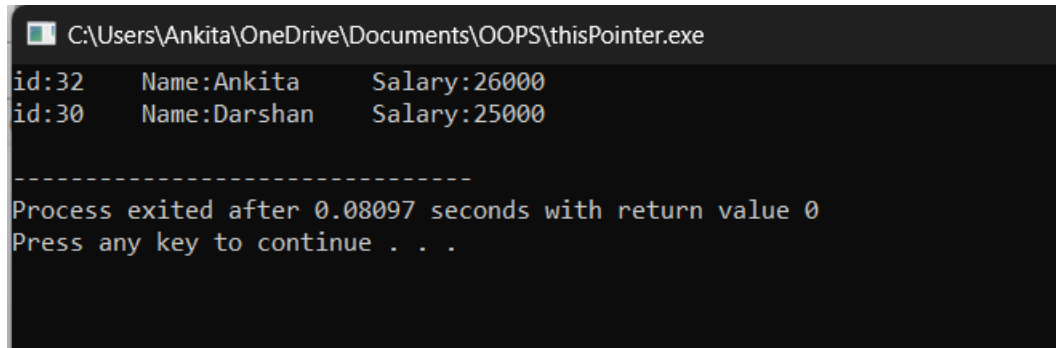
int main()
{
    employee E1= employee(11,"John",20000);
    employee E2= employee(22,"Eve",25000);

    E1.display();
    E2.display();

    return 0;
}

```

OUTPUT:



```

C:\Users\Ankita\OneDrive\Documents\OOPS\thisPointer.exe
id:32    Name:Ankita    Salary:26000
id:30    Name:Darshan    Salary:25000

-----
Process exited after 0.08097 seconds with return value 0
Press any key to continue . . .

```