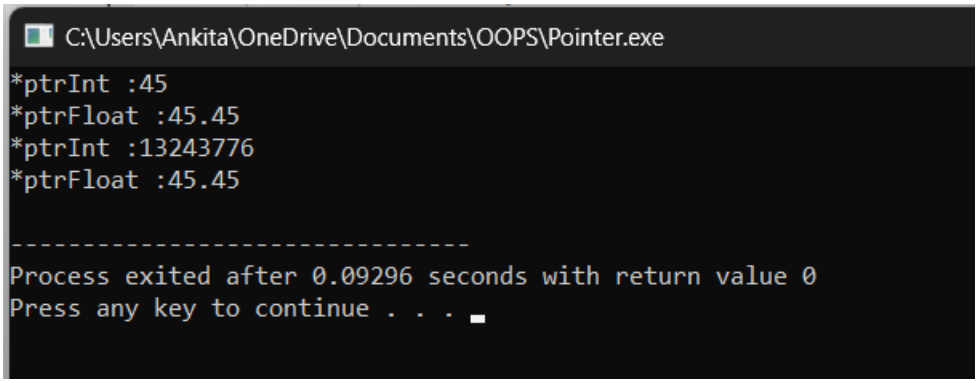
New and Delete operator

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:



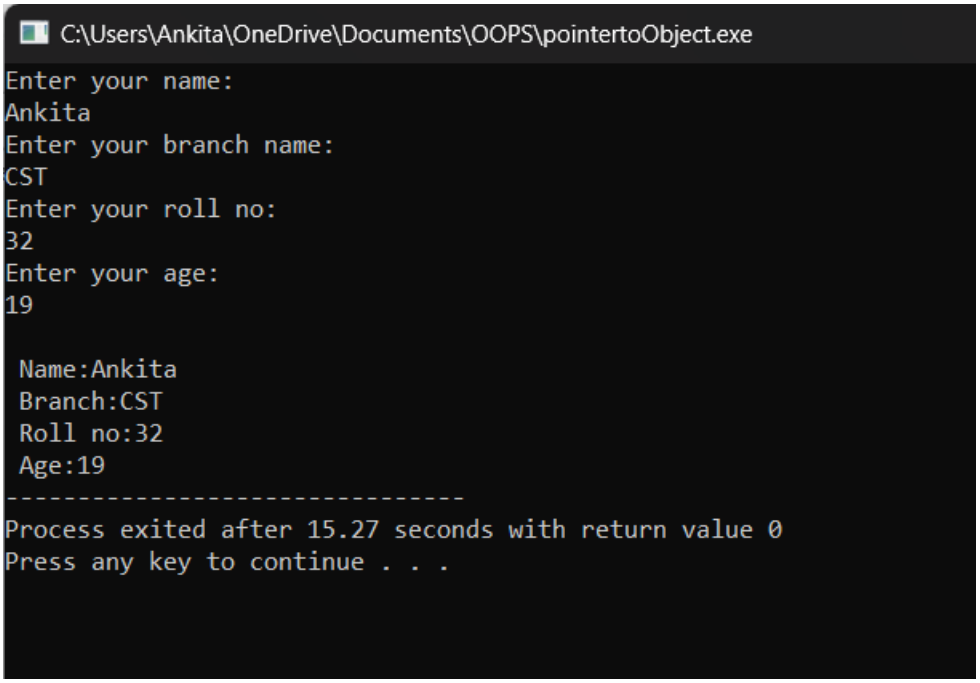
Pointer to Object:

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:



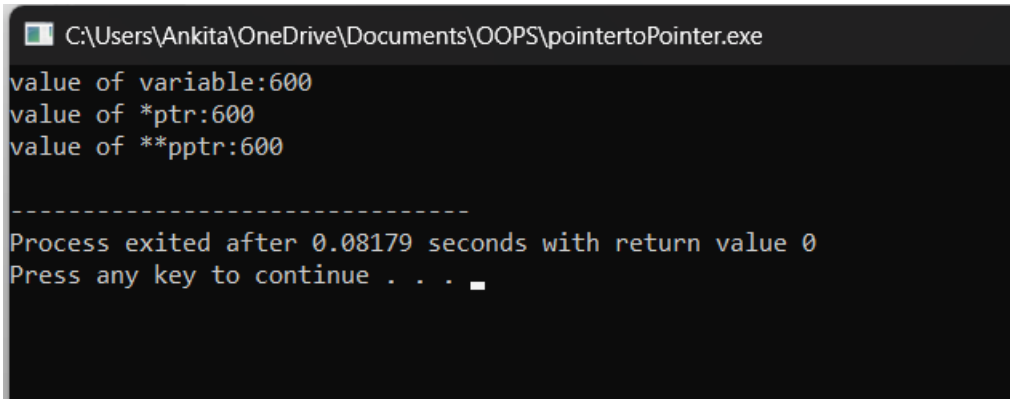
Pointer to Pointer:

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:



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: