Define a class Integer with one private variable val type int with:

\_ A constructor with one input for val.

\_ A function setValue() to change the value of val.

\_ A function getValue() to return the value of val.

**For example:**

| **Test** | **Result** |
| --- | --- |
| cout<<"Constructor test";  Integer i(10);  Integer i2(-10);  Integer \*i3=new Integer(20);  delete i3; | Constructor test |