

Pointer to object Area of circle with scope resolution

```
#include<iostream.h>
#include<conio.h>
class cir
{
    int r;
    float area;
    void cal();
    public:
        void get(int x)
        {
            r=x;
        }
        void disp()
        {
            cal();
            cout<<"area="<<area<<endl;
        }
};
void cir::cal()
{
    area=3.14*r*r;
}
void main()
{
    cir obj;
    clrscr();
    int n;
    cout<<"enter radius=";
    cin>>n;
    obj get(n);
    cir *p=&obj;
    p->disp();
}
```