Pointer to object Area of circle   with scope resolution

```cpp
#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();
}
```

pointer to data member

```cpp
#include<iostream.h>
#include<conio.h>
class cir
{
        friend void main();
        int r;
        float area;
        void cal();
    public:
        void get(int x)
        {
                r=x;
        }
        void disp()
        {
                cal();
                cout<<"enter radius="<<area<<endl;
        }
};
void cir::cal()
{
        area=3.14*r*r;
}
void main()
{
        clrscr();
        void (cir::*ptr)(void)=&cir::disp;
        cir obj;
        int cir::*pr= &cir::r;
        obj.*pr=5;
        (obj.*ptr)();
}
```

area of rectangle with scope resolution

```cpp
#include<iostream.h>
#include<conio.h>
class rec
{
        int l,b;
        float area;
        void cal();
        public:
           void get(int l,int b)
           {
                this->l=l;
                this->b=b;
           }
           void disp()
           {
                cal();
                cout<<"area of rectangle="<<area<<endl;
           }
};
void rec::cal()
{
        area=l*b;
}
void main()
{
        rec obj;
        clrscr();
        int n,m;
        cout<<"enter length=";
        cin>>n;
        cout<<"enter breadth=";
        cin>>m;

        obj.get(n,m);
        rec *p=&obj;
        p->disp();
}
```

area of cicle without scope resolution

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