Practical-4.(c)

Aim: Write a C++ program to access members of a STUDENT class using pointer to object members.

Algorithm: (i) Start

(ii) class_name*pointer_name

(iii) pointer_name=new class_name

(iv) pointer_name->member_function()

(v) Stop

Theory: To **access a member function by pointer**, we have to declare a pointer to the object and initialize it (by creating the memory at runtime, yes! We can use new keyboard for this).

Input:

```cpp
#include <iostream>
class Student
{
    public:
    int roll_num;
    void print()
    {
```

```cpp
        std::cout<<"\nRoll Number is: "<<roll_num;
    }
};
int main()
{
    std::cout<<"08_Rabin Nadar";
    Student s,*sp;
    sp=&s;  //pointer to object
    int Student::*ptr=&Student::roll_num;
    s.*ptr=10;
    s.print();
    sp->*ptr=20;
    sp->print();
    return 0;
}
```

Output:

```
/tmp/INUnbtnxS8.o
08_Rabin Nadar
Roll Number is: 10
Roll Number is: 20
```