Practical 3.(e)

**Aim:** Write a C++ program using copy constructor to copy data of an object to another object.

**Algorithm:**(i)Start

(ii)class{..};void{..};

(iii)Main function

(iv)Print the result

(v)Stop

**Theory:** A copy constructor is a member function that initializes an object using another object of the same class. In simple terms, a constructor which creates an object by initializing it with an object of the same class, which has been created previously is known as a copy constructor.

**Program:**

```
#include <iostream>
class Demo
{
   private:
   int num1,num2;
   public:
```

```
Demo(int n1,int n2)
{
   num1=n1;
   num2=n2;
}
Demo(const Demo &n)
{
   num1=n.num1;
   num2=n.num2;
```

```
    }
    void display()
    {
        std::cout<<"\nnum1="<<num1<<std::endl;
        std::cout<<"num2="<<num2<<std::endl;
    }
};
int main()
{
    std::cout<<"08_Rabin Nadar";
    Demo obj1(10,20);
    Demo obj2=obj1;
    obj1.display();
    obj2.display();
    return 0;
}
```

**Output:**

Output Clear

```
/tmp/SkDLnS8d4P.o
08_Rabin Nadar
num1=10
num2=20

num1=10
num2=20
```

**Conclusion:**

We have successfully written the codes and executed it.