**Pass\_By\_Value\_Program:**

#include <iostream>

using namespace std;

class Point{

public:double x,y;

};

void offsetPoint(Point p,double x,double y){

p.x += x;

p.y += y;

}

int main()

{

Point p;

p.x=3.0;

p.y=4.0;

offsetPoint(p,1.0,2.0);

cout<<"("<<p.x<<","<<p.y<<")";

}

**Question:**

Write a class Student with a default constructor that initializes the student's name to "Unknown" and age to 0. Add a method display to print the student's details.

Solution:

#include <iostream>

#include <string>

class Student {

std::string name;

int age;

public:

// Default constructor

Student() : name("Unknown"), age(0) {}

// Method to display student's details

void display() const {

std::cout << "Name: " << name << std::endl;

std::cout << "Age: " << age << std::endl;

}

};

int main() {

Student student;

student.display();

return 0;

}