Pseudocode for task:

Copying the char array because the memory is allocated dynamically

Dealing with pointers because memory Is allocated dynamically

In order to avoide shallow copy we use the deep copy technique for proper copying of the data word by word

In order to avoid dangling pointers we free the memory by makijg the destuctor of it

#include<iostream>

using namespace std;

class locker{

protected:

char \*passcode;

public:

locker(char\*p) :passcode(p){}

void copy(const char\* src, char\* &des){

int i = 0;

while (src[i] != '\0'){

des[i] = src[i];

i++;

}

des = new char[i + 1];

for (int i = 0; i < 1; i++){

des[i] = src[i];

}

des[i] = '\0';

}

void setpassword(char\*p){

cout << "enter your passcode";

cin.getline(p, 100);

copy(p, pas);

}

~locker(){

delete passcode;

char\*passcode = nullptr;

cout << "delete passocde";

}

};

int main(){

char pass[100];

locker l;

cout << "enter the passcode";

cin.getline(pass, 100);

l.setpassword(pass);

}