#include<iostream>

using namespace std;

class example

{

public:

int a;

void data(){

cout<<"enter the number you wanted to enter "<<endl;

cin>>a;

}

};

int main()

{

//1st method

example obj;

example \*ptr2 = &obj;

(\*ptr2).data();

//2nd method

example \*ptr = new example;

(\*ptr).data();

//using arrow operator

example \*ptr1 = new example;

ptr1->data();

return 0;

}