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#include <iostream>

using namespace std;

// Class representing a Student
class Student {
private:
    string name; // Stores student name
    int age; // Stores student age
    float grade; // Stores student grade

public:
    // Default constructor (no arguments)
    Student() {
        name = "Unknown"; // Default name
        age = 0; // Default age
        grade = 0.0; // Default grade
    }

    // Constructor with name and age
    Student(string n, int a) {
        name = n;
        age = a;
        grade = 0.0; // Grade set to default
    }

    // Constructor with name, age, and grade
    Student(string n, int a, float g) {
        name = n;
        age = a;
        grade = g; // All values initialized
    }
}
```

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// Function to display student details

void display() {
    cout << "Name: " << name << ", Age: " << age << ", Grade: " << grade << endl;
}

};

int main() {
    // Creating objects using different constructors

    Student s1; // Calls default constructor
    Student s2("Vardhan", 21); // Calls constructor with name and age
    Student s3("Anika", 23, 9.2); // Calls constructor with all parameters

    // Display student details
    cout << "Student 1: ";
    s1.display();
    cout << "Student 2: ";
    s2.display();
    cout << "Student 3: ";
    s3.display();

    return 0;
}
```