Week 12-13

Q1. Simple program with pointer to object

#include <iostream>

using namespace std;

class MyClass {

public:

void display() {

cout << "Hello from MyClass!" << endl;

}

};

int main() {

MyClass obj; // Create an object of MyClass

MyClass\* ptr = &obj; // Create a pointer to the object

ptr->display(); // Use the pointer to call the display method

return 0;

}