Week 7-8-9

Q8. Initialise objects dynamically with constructors

#include <iostream>

using namespace std;

class Person {

public:

int age;

Person(int a) : age(a) {} // Parameterized constructor

void display() const {

cout << "Age: " << age << "\n";

}

};

int main() {

Person \*p = new Person(30); // Dynamically allocated object

p->display(); // Accessing member function

delete p; // Freeing allocated memory

return 0;

}