



- Q1. Can we have more than one constructor in a class?
 If yes, explain the need for such a situation.
 Yes, we can have multiple constructors in a class.
 It means we can have combination of default, parameterized, etc. constructors.

→ eg:

class construct

{

public:

construct ()

{

cout << "This is constructor 1! " << endl;

}

construct (int a, int b)

{

cout << "Values passed are " << a << " "
 << b;

}

};

int main()

{

cout << "\n Program for constructor: ";

construct obj;

construct obj1(10, 11);

return 0;

}

Output:

Program for constructor

This is constructor 1

Values passed are 10, 11



Ques 1)

- Need for multiple constructors:-
A class can have multiple constructors that assign the fields in different ways.
- Sometimes it's beneficial to specify every aspect of an object's data by assigning parameters to the fields, but other times it might be appropriate to define only one or a few.

Q2.

How is dynamic initialization of objects achieved?

Ans.

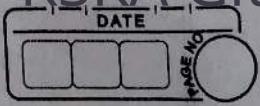
- The dynamic initialization of objects means to initialize the data members of the class while creating the object.
- When we want to provide initial or default values to the data members while creating of object - we need to use dynamic initialization of objects.
- It can be implemented by using parameterized constructors in C++.

eg:

```
class Student
{
    private:
        int rollno;
        float per;
    public:
        Student (int a, float p)
    {
```

rollno = a;

per = p;



void read()

{

cout << "Enter roll number: ";

cin >> rollno;

cout << "Enter percentage: ";

cin >> per;

{

void print()

{

cout << endl;

cout << " Roll number: " << rollno << endl;

cout << " Percentage: " << per << "% " << endl;

{

};

int main()

{

int roll-no; float per;

cout << "Enter roll number to initialize
the object: ";

cin >> roll-no;

cout << "Enter percentage to initialize
the object: ";

cin >> per;

student obj(roll-no,per);

cout << "After initializing the object
the values are! " << endl;

obj.print();

obj.read();

obj.print();

return 0;

{





110/p:

Enter roll number to initialize the object: 18
Enter percentage to initialize the object: 35
After initializing the object, the values are:

Roll number: 18

Percentage: 35 %

Enter roll number: 69

Enter percentage: 69

Roll number: 69

Percentage: 69 %