**\_\_\_\_\_**

1. Create a dynamic object to the following class then try to set the class members to 10 and ‘b’ respectively.

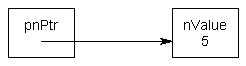
class MyClass

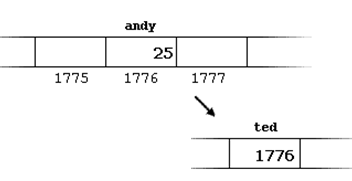
{public:

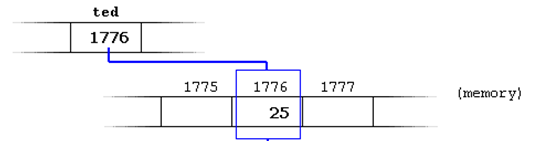
int m\_Number;

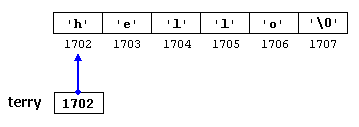
char m\_Character;

};

1. Write the code fragment
   1. Create pointer p to point to an array of string a
   2. How to access the first element of array using the pointer
   3. How to change the pointer address to be pointed to the second element of the array a.
   4. The following figures :







1. Write a program to do the following :in main

* ask the user to enter an array size
* call function **create** to create an array of **string** dynamically
* Then call a function **Enter** to fill the array with names
* Then print the array content (in main )

Function **Create** takes **one** parameter (the array size)

Inside the function create the array dynamically and **return** pointer to that array

Function **Enter** takes **two** parameter (pointer to array of **string** and the array size)

Inside the function ask the user to fill the array with names

