```
int main()
{
 Point p1(10,15);
 Point p2=p1;
 cout << "p1.x = " << p1.getX() << "  p1.y = "
      << p1.getY();
cout << "\n p2.x = " << p2.getX() <<
      ", p2.y = " << p2.getY();

 return 0;
 }
```

③ The new technology promises greater programmer productivity, better quality of software and lesser maintainance cost.

④ OOP system can be easily upgraded from small to large systems.

⑤ It is possible that multiple instanances of objects co-exist without any interference.

⑥ It is very easy to partition the work in a project based on objects.

⑦ It is possible to map the objects in problem domain to those in the program.

⑧ By using inheritance, we can eliminate redundant code and extend the use of existing classes.

⑨ The data centered design approach enables us to capture more details of model in an implementable form.

⑩ Message passing techniques is used for communication between objects which makes the interface descriptions with external systems much simpler.