//拷贝构造函数调用时机

#include<iostream>

using namespace std;

class person {

public:

person() {

cout << "默认构造函数" << endl;

}

person(int age) {

cout << "有参构造函数" << endl;

mage = age;

}

person(const person& p) {

cout << "拷贝构造函数" << endl;

mage = p.mage;

}

~person() {

cout << "析构函数" << endl;

}

int mage;

};

//1：使用一个已经创建完毕的对象来初始化一个新对象

void test01() {

person p1(20);

person p2(p1);

}

//2：值传递的方式给函数参数传值

void dowork(person p) {

}

void test02() {

person p;

dowork(p);

}

//3.值传递返回局部变量

person dowork2() {

person p1;

return p1;

}

void test03() {

person p = dowork2();

}

int main() {

test01();

test02();

test03();

system("pause");

return 0;

}