

1. 选择:

有以下程序:

```
#include <iostream>
using namespace std;

class A
{
public:
    A() { cout << 'A'; }
    ~A() { cout << 'C'; }
};

class B : public A
{
public:
    B() { cout << 'G'; }
    ~B() { cout << 'T'; }
};

int main()
{
    B obj;
    return 0;
}
```

执行后的输出结果是 ()

- A. GATC B. AGTC C. GACT D. AGCT

2. 判断:

在下面的类中, `bar` 将先于 `foo` 被构造。()

```
#include "Mucus.h"

class Marvin {
    public:
        Marvin() : bar(2), foo(3) {}
        Mucus foo;
        Mucus bar;
};
```

3. 改错:

```
class Time
{
public:
    void ~Time(int);
    int Time(int,int,int);
private:
    int hour = 0;
    int minute = 0;
    int second = 0;
};
```

4. 阅读代码:

```
#include <iostream>

using namespace std;

class blah {
    public:
        static int a;
        int b;
        blah(int x) {
            b=x;
            a=b+1;
        }
};

int blah::a = 0;

int main(void) {
    blah b1(5);
    blah b2(12);
    cout << "b1.a is " << b1.a << endl;
    cout << "b1.b is " << b1.b << endl;
    cout << "b2.a is " << b2.a << endl;
    cout << "b2.b is " << b2.b << endl;
    return 0;
}
```

5. 问答题:

已知 Base 类和 Derive 类有如下继承关系:

```
class Base
{
    public:
        Base();
        virtual ~BaseV();
};

class Derived : public Base
{
    public:
        Derived();
        ~Derived();
        void PrintMessage();
};
```

请问: 下面的函数是否有 Bug, 如果有, 请说明并修正。

```
void foo( Base* pb ) {
    Derived* pd = dynamic_cast<Derived*>( pb );
    pd->PrintMessage();
};
```

6. 编程题:

```
class String
{
public:

    String(const char *str = NULL);
    String(const String &other);
    ~String(void);
    String & operate =(const String &other);

private:

    char *m_data;
};

//-----
```

编写 `String` 的构造函数、析构函数、拷贝构造函数和赋值函数。