

# Classe 1b

# Order of initialisation in ctor list

- Don't use member variables to initialize other members in the constructor initializer list.
- Order of initialisation is determined by declaration order in the header file, not by the order in the initializer list!!!

# Delegating Constructors

```
struct Vector2f
{
    Vector2f() : Vector2f(0, 0)
    {
    }
    Vector2f(float x, float y) : x(x), y(y)
    {
        std::cout << "ctor ";
    }
    float x, y;
};

int main(){
    Vector2f v1, v2{}, v3{5,8};
    cin.get();
}
```

- Delegating constructors: One constructor calls another in the initializer list.
- This prevents having similar code in every constructor.
- Prints: ctor ctor ctor

# Static array of pointers to Time objects

```
// Static array of pointers  
Time* pTimePointers[4]{};  
pTimePointers[0] = new Time{ 14 };  
pTimePointers[0]->AddHours(10);  
delete pTimePointers[0]; // Delete 1st Time object on heap
```

Stack

Heap

