

# CPSC 1160: ASSIGNMENT 6[25 MARKS]

With the given `assign_driver.cpp`. Write a `assign_obj.h` file so that the `assign_driver` file will output the following. When implementing `assign_obj.h` think about how efficient your program will run. You must implement your `assign_obj` class using a dynamic array. You must write a destructor, a copy constructor and overload the assignment operator. Your destructor must print `DELETE`, the copy constructor must print `COPY` and the overloaded assignment operator must print `ASSIGNMENT` **You can not hard code your answer. You should compile your code with the following flag `-fno-elide-constructors`. Your Delete, Assignment and copy my look different from mine and that is ok.**

```
[ D:1 S:1 D:1 F:1 D:1 F:1 S:1 H:1 F:1 B:1 D:1 F:1 M:1 J:1 Y:1 K:1 I:1 U:1 U:1 Y:1 ]
[ B:1 D:4 F:4 H:1 I:1 J:1 K:1 M:1 S:2 U:2 Y:2 ]
-----COPY-----
-----ASSIGNMENT-----
-----DELETE-----
[ A:1 C:2 D:2 E:1 F:1 J:2 K:1 L:1 M:1 P:1 Q:1 S:1 W:1 ]
[ A:1 B:1 C:2 D:6 E:1 F:5 H:1 I:1 J:3 K:2 L:1 M:2 P:1 Q:1 S:3 U:2 W:1 Y:2 ]
[ Z:1 U:1 T:1 G:1 A:1 B:1 C:2 D:6 E:1 F:5 H:1 I:1 J:3 K:2 L:1 M:2 P:1 Q:1 S:3 U:2 W:1
Y:2 Z:1 Z:1 I:1 ]
[ A:1 B:1 C:2 D:6 E:1 F:5 G:1 H:1 I:2 J:3 K:2 L:1 M:2 P:1 Q:1 S:3 T:1 U:3 W:1 Y:2 Z:3
]
-----DELETE-----
-----DELETE-----
-----DELETE-----
```

## Submissions

Make sure that your code is neat and is well commented

Submit to D2L a zip/archive file containing all the files that are need to compile and run your program.