First error:

&b=?

```
Second error: c is const, so it cannot be modified.
Third error: void set A() and X (int i) should be public.
4
1)
a=4
     b=X::X(int,char,float) c=32
    b=X::X(.....) c=10
a=0
a=10 b=X::X(.....) c=10
a=0
     b=X::X(const X&other)
                             c=10
2)
5
10
3)
X1
      constructor...
X2
      constructor...
Х3
      constructor...
constructor A()
                  called...
                 called...
constructor A()
```

constructor A() called...

- B3 constructor...
- B3 destructor...
- X0 destructor...
- X0 destructor...
- X0 destructor...
- X3 destructor...
- X2 destructor...
- X1 destructor...