8.1

```
#include <iostream.h>
class A{
int x;
public:
A(int a){x=a;}                                  //the constructor should be public.
void        setA(int y){x=y;}};                 //this function looks like a constructor, but it isn't.
class B:private A{
public:
      B(int a):A(a){cout<<"B"<<endl;}           //should construct class A
void setB(int m){ setA(m);}};
void main(){
A a1(2),a2(6);
A a3=a1;
B b(0);
b.setB(3);}                 //setA function is the private in class B, so we should write a public function to call it
```

8.2

```
(1)
A costructor...
A costructor...
B condtructor....
(1,2)(1,1)(3,4)
(2,7)(1,1)(8,11)
B destructor...
destructor A...
destructor A...

(2)
A costructor...
A costructor...
B condtructor....
C constructor...
D constructor...
12          12          11
destructor D...
B destructor...
destructor A...
destructor A...
```