1. 向量运算

```
#include <iostream>

using namespace std;

class Vector {
public:
    int x;
    int y;
    Vector(int x, int y) : x(x), y(y){}
    Vector operator+ (Vector& other);
    Vector operator*(int a);
    int operator* (Vector other);
};

Vector Vector::operator+ (Vector& other) {
    return Vector(x + other.x, y + other.y);
}
Vector Vector::operator*(int a) {
    return Vector(x * a, y * a);
}
int Vector::operator*(Vector other) {
    return x * other.x + y * other.y;
}

int main() {
    int x1, y1, x2, y2, n;
    cin >> x1 >> y1 >> x2 >> y2 >> n;
    Vector v1(x1, y1), v2(x2, y2);

    Vector res1 = v1 + v2;
    Vector res2 = v1 * n;
    Vector res3 = v2 * n;
    int res4 = v1 * v2;

    cout << res1.x << " " << res1.y << endl;
    cout << res2.x << " " << res2.y << " "
         << res3.x << " " << res3.y << endl;
    cout << res4;
    return 0;
}
```

2. 构造/析构顺序

```
// 前面类定义略...
int main() {
    int n1, n2, n3;
    cin >> n1 >> n2 >> n3;
    C c(n3, n2, n1); // 取消这一行的注释
    return 0;
}
```