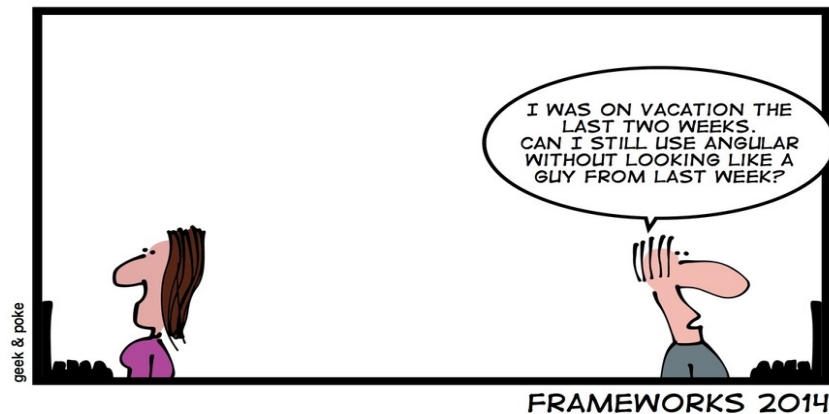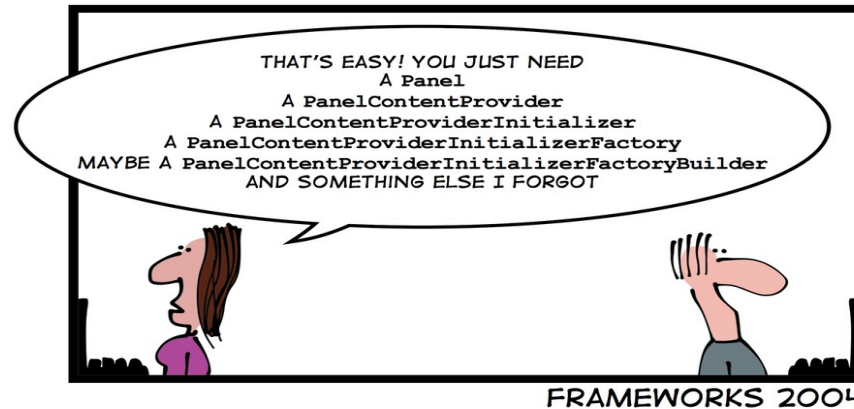# Universal references and Move semantics

Krishna Kumar

Copy constructor

- When a class is a resource handle, that is, it is responsible for an object accessed through a pointer, the default memberwise copy is typically a disaster.

- A copy constructor is a special constructor for a class/struct that is used to make a copy of an existing instance.

    MyClass(const MyClass& other);

    MyClass(MyClass& other);

    MyClass(volatile const MyClass& other);

    MyClass(volatile MyClass& other);

    – // Not copy constructors
    MyClass(MyClass* other);

    MyClass(const MyClass* other);

References