





$\text{TreeNode} * t;$

$\text{brandedNode} * b;$

$b = (\text{brandedNode} *) t;$

$b = \text{dynamic\_cast} < \text{brandedNode} * > (t);$

$b = \text{reinterpret\_cast} < " > ";$

$b = \text{const\_cast} < " > ";$   
get rid of constness

$b = \text{static\_cast} < " > ";$

> gdb exe

> \_

> l 10 20

> br 10

> \_  
\_  
\_

OPTION

$\$(OPTION)$

-g

> project2

+ 10  
+ 20  
+ 5

D

5 10 20

E

<

5

---

cmd.txt

+ 10

+ 20

+ 30

D

Q

> project2 < cmd.txt

---

test1:

→

project2 < testH.txt

test2:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

---

make project2

make test2

---

```
#include <ctype>           ctype
    char c;
    C = toupper(c)
```

```
#include <string>
string cmd;
cin >> cmd; — [?] —
cmd[0] cmd[1]
```