

Introduction to Software Engineering

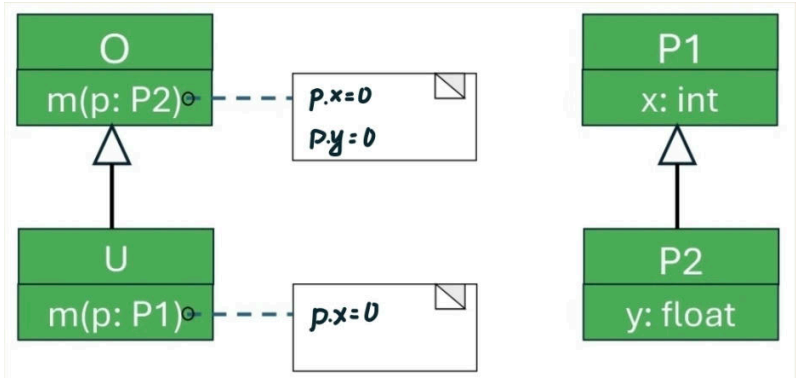
Assignment 4

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Solution

a. Cnotravarriance

b. 1.



2. Both, x and y, Clearly.

3. `o = new U;`

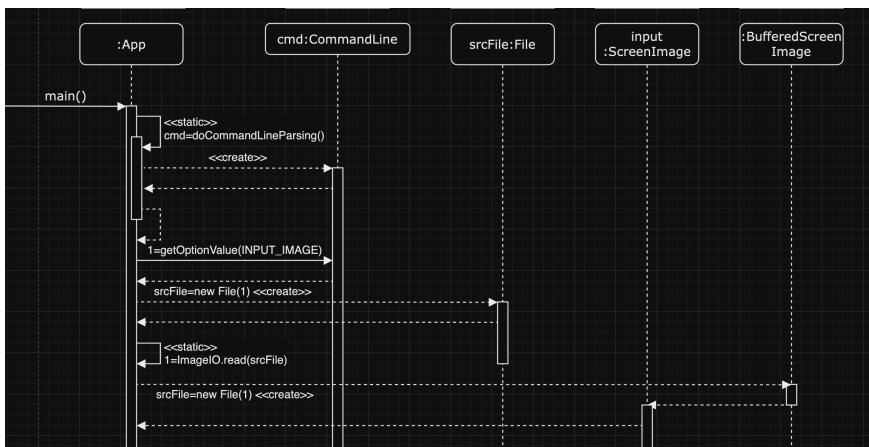
4. Still both, x and y, since `U::m` just overloads `O::m` since the signatures are different.

5. Yes. Nothing breaks.

Solution

This was the worst task I've encountered in the period of time I can remember.

This is how the start would look like. It's only missing the static variable declarations at the top, which is super trivial and I couldn't be bothered to add it to still incomplete solution.



After this, I don't know how to and am not presented a way to know how to continue. I'm quite sure that I am not missing anything from the lecture material.

Solution

