CptS 122 – Data Structures

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# Take-Home: Quiz 4 (15 pts) – Constructors, Destructors, and Streams in C++

1. **(5 pts)** What is a class *copy* *constructor*? Explain.

The copy constructor is a constructor which creates an object by initializing it with an object of the same class, which has been created previously. The copy constructor is used to: Initialize one object from another of the same type. Copy an object to pass it as an argument to a function.

https://www.tutorialspoint.com/cplusplus/cpp\_**copy**\_**constructor**.htm

1. **(5 pts)** What is a class *destructor*? Explain.

"Destructor" functions are the inverse of constructor functions. They are called when objects are destroyed (deallocated). Designate a function as a class's destructor by preceding the class name with a tilde (~).

https://msdn.microsoft.com/en-us/library/6t4fe76c.aspx



1. **(5 pts)** What is a *file* *stream?* Explain.

A stream is a sequence of bytes. In the NTFS file system, streams contain the data that is written to a file, and that gives more information about a file than attributes and properties. For example, you can create a stream that contains search keywords, or the identity of the user account that creates a file.

https://msdn.microsoft.com/en.../aa364404(v=vs.85).aspx

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