**Scenario 1: assignment operator = (memberwise copying)**

**objectB = objectA;**

**C++ object: objectA**

“Bill Gates”

**C++ object: objectB**

“David”

**\*two problems: a) memory leak , b) sharing of memory storage**

**Scenario 2: the copy constructor (memberwise copying)**

**Employee objectA, objectB( objectA );**

**C++ object: objectA**

“Bill Gates”

**C++ object: objectB**