**Scenario 1: assignment operator = (proper copying logic)**

**objectB = objectA;**

**C++ object: objectA**

“Bill Gates”

**C++ object: objectB**

“Bill Gates”

“David”

**1. deallocate the memory storage pointed by the current object (objectB)**

**2. allocate memory for the current object (object); how much?**

**3. copy the data (“Bill Gates”) from the object on the RHS (objectA) to**

**the current object (objectB)**

**4. check self-assignment (e.g. objectB = objectB;)**

**Scenario 2: the copy constructor (proper copying logic)**

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

**C++ object: objectA**

“Bill Gates”

**C++ object: objectB**

“Bill Gates”

**1. allocate memory for the current object (object); how much?**

**2. copy the data (“Bill Gates”) from the source object (objectA) to**

**the current object (objectB)**