



NATIONAL UNIVERSITY
OF COMPUTER & EMERGING SCIENCES
LAHORE

Course OOP

Answer Sheet No.

40387

Student's Name

Faiz Saeed

Signature

FS

Roll No.

23L-0905

Section

BCS-213

Date

April 6, 2024

31

31 → 1.9

Question #01

a)

Person Called

~~Copy Person Called~~~~Copy Person Called~~~~Person 3: Name: Alice~~~~Person 1: Name: Alice~~~~Person 2: Name: Alice~~

(logical error that shallow copy is created even tho after deleting it once it can still be accessed but it's not a good programming practice)

b)

Ans

~~Obj2 = 10~~~~Box destroyed. Length was 10~~~~Obj1 = 10~~~~Box destroyed. Length was 10~~~~Printing 99~~~~Box destroyed. Length was 555~~~~555~~~~Box destroyed. Length was 555~~

Question#02

```
class MyList{
```

```
    char** arr;  
    int size;
```

```
public:
```

```
friend ostream& operator<<(ostream& os, MyList& l);
```

```
MyList(int s=0, const char** a=nullptr)
{
    arr = a;
    size = s;
    if (s > 0)
    {
        arr = new char*[s];
        for (int i=0; i<s; i++)
        {
            arr[i] = new char[1];
        }
    }
}
```

```
MyList(MyList& RHS)
```

```
{
    this->size = RHS.size;
```

```
    for (int i=0; i<this->size; i++)
```

```
{
```

```
        this->char = new
```

```
        char = new char*[size];
```

```
        for (int i=0; i<size; i++)
```

```
        {
            int l = size of (RHS.arr[i]) / size of (RHS.char[i]);
```

```
            char l = new char[l];
```

```
            for (int j=0; RHS.char[i][j] != '\0'; j++)
```

```
            {
                this->char[i][j] = RHS.char[i][j];
```

```
            }
```

```
        }
```

```
    } // copy constructor;
```

```
MyList(int s=0; const char** a=nullptr)
{
```

```
    size = s
```

```
    arr = a
```

```
    if (size != 0)
```

```
    {
        char = new char*[size];
```

```
    } // Next page
```


$a + b \rightarrow abc$
~~MyList operator+(MyList &abc)~~
~~{~~ ~~MyList temp;~~
~~int length = this->size + abc.size;~~
~~}~~

for(int i=0; i<size; i++)
 {

int n = size of (a[i][]) / size of (a[i][0]);

char [i] = new char [n];

for(int j=0; a[i][j] != "\0"; j++)

{

char[i][j] = a[i][j];

}

}

// constructor default + over

MyList operator+(MyList &abc)

{ if (this != &abc)

{ int a = this->size + abc.size;

char** arr;

arr = new char*[a]

for

int i=0;

for(; i<this->size; i++)

{ int n = size of (this->arr[i][]) / size of (this->arr[i][0]);

arr[i] = new char [n];

for (int j=0; this->arr[i][j] != "\0"; j++)

{

arr[i][j] = this->arr[i][j];

}

}

for(int j=0; j<abc.size; j++, i++)

{ int n = size of (abc.arr[i][]) / size of (abc.arr[i][0]);


```

arrc[c] = new char[n];
for (int k = 0; abc[j][k] != "\0"; k++)
{
    arrc[c][k] = abc.arr[j][k]
}

```

```

MyList temp(a, arrc);
return temp; // if chd ends
}

```

MyList operator+(const char* a)

```

{
    int l = ++this->size;
    char** temp1 = new char*[l]; int i = 0;
    for (int i = 0; i < this->size; i++)
    {
        int n = size of (this->arr[i]) / size of (this->arr[0]);
        temp1[i] = new char[n];
        for (int j = 0; this->arr[i][j] != "\0"; j++)
        {
            temp1[i][j] = this->arr[i][j];
        }
    }
    int n = size of (a) / size of (a[0]);
    for (int j = 0;
    temp1[i] = new char[n];
    for (int j = 0; a[j] != "\0"; j++)
    {
        char
        temp1[i][j] = a[j];
    }
    MyList temp(l, temp1);
    return temp;
}

```



```

~ MyList()
{
    if (arr)
    {
        for (int i=0 ; i < size; i++)
            delete[] arr[i];
        delete[] arr;
        arr = null ptr;
    }
};

```

```

ostream& operator << (ostream& out, MyList& a)
{
    cout
    cout << "[";
    out
    for (int i=0 ; i < a.size ; i++)
    {
        out <<
        for (int j=0 ; j < a.char[i].size ; j++)
        {
            out << a.Char[i][j];
        }
        cout << ",";
    }
    cout << "]" ;
    return out;
}

```