**Solution:**

Quiz() 10

Quiz() 11

Quiz() 12

Quiz() 1

Quiz() 2

Quiz() 3

Quiz (const Quiz&) 2

Quiz (const Quiz&) 1

Quiz() 23

Quiz() 24

Quiz (const Quiz&) 24

~Quiz() 24

~Quiz() 1

~Quiz() 2

~Quiz() 24

Quiz (const Quiz&) 2

Quiz (const Quiz&) 1

Quiz() 24

Quiz (const Quiz&) 24

~Quiz() 24

~Quiz() 1

~Quiz() 2

~Quiz() 24Press any key to continue . . .

~Quiz() 3

~Quiz() 2

~Quiz() 1

~Quiz() 23

~Quiz() 12

~Quiz() 11

~Quiz() 10

**Explanation:**

* When the program starts Object g1 is created and leaves the output Quiz() 10
* In the next step Object g2 is created and leaves the output Quiz() 11
* Next Object g3 is created and leaves the output Quiz() 12
* Now the execution comes to main() firstly object r is created with 1 as value of a and leaves the output Quiz() 1
* Secondly Object s created and leaves the output Quiz()2
* Thirdly Object t is created with 3 as parameter and leaves the output Quiz()3
* Now the function is called and copy of Object r and s created which leaves the the output Quiz(const Quiz&) 2

Quiz(const Quiz&) 1

* But the copy of Object t is not created because it Is passed by reference
* Static object y is created and leaves the output Quiz ()23
* Quiz x is created an leaves the output Quiz()24
* The function returns the object x which creates a copy of x so it leaves the output Quiz(const Quiz&) 24
* As the objects are in stack memory so they are destructed in reverse order firstly copy of x is destructed which was returned in main then r and then s and then object x leaving the output ~Quiz() 24 ~Quiz(1) ~Quiz()2 ~Quiz()24 respectively in each line.
* In the next line the same function is called with the same parameter so the last two step is repeated respectively.