Lab4. Scope

In this lab, you need to understand the life time of each object.
You need to print "born OBJECT_NAME" in constructor and "dead OBJECT_NAME" in destructor.
According to the result below, create the objects as order. You will need the knowledge of global and static object. Use our template to implement the program.

```
born G
born A
born E
born B
born D
dead D
born C
dead C
dead B
dead A
born F
born 0
dead 0
born 1
dead 1
born 2
dead 2
dead F
After main
dead E
dead G
```

example:

```cpp
Test G("G");

void main_to_see_stop() {
    /* Add code here */
    Test A("A");
    Test B("B");
}

int main() {
    main_to_see_stop(); // Don't modify this
    cout << "After main" << endl;
}
```

```
born G
born A
born B
dead B
dead A
After main
dead G
```

To see the destruct order, you will need to compile in VS and run in cmd.
(in windows)
1.**After** compiling your code, you will get a .exe file in directory.

Project1 **.exe (executable file)**	2019/3/25 下午 1...	應用程式	88 KB
Project1.ilk	2019/3/25 下午 1...	遞增連結器檔案	568 KB
Project1.pdb	2019/3/25 下午 1...	程式偵錯資料庫	772 KB

2. open the cmd

3. switch to the project directory that contains the .exe file.
type in cmd: **cd YOUR_PROJECT_PATH**

4. Input your .exe file name and press Enter.

Hint:
1. Pay attention to the order of functions you call.
2. The global and static object will be destructed after the program terminate.