

4-1 The output of the code below is:

```
#include<iostream>
using namespace std;
class MyClass {
public:
    MyClass(int x): val(x) {}
    void Print() const {cout << 1 << val;}
    void Print() {cout << 2 << val;}
private:
    int val;
};
int main() {
    const MyClass obj1(10);
    MyClass obj2(20);
    obj1.Print();
    obj2.Print();
    return 0;
}
```

常量对象，不能修改内部变量的值，为了保证这一点，必须调用const成员函数，不能调用非const成员函数

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110220 (3分)

4-1 Accepted (3 point(s))

4-2 The output of the code below is:

```
#include<iostream>
using namespace std;
class AA {
public:
    AA() { cout << 1; }
    ~AA() { cout << 2; }
};
class BB: public AA {
    AA aa;
public:
    BB() { cout << 3; }
    ~BB() { cout << 4; }
};
int main() {
    BB bb;
    return 0;
}
```

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113422 (3分)

4-2 Accepted (3 point(s))

4-3 The output of the code below is:

```
#include <iostream>
using namespace std;

class A {
public:
    A() { cout << 1; }
} a;

int main()
{
    cout << 2;
    A a;

    return 0;
}
```

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121 (3分)

4-3 Accepted (3 point(s))

4-4 write the output of the code below.

```
#include<iostream>
using namespace std;
```

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```

class INCREMENT
{
public:
    INCREMENT( int v = 0, int i = 1 );
    void addIncrement()
    {
        v += increment;
    }
    void print() const;
    int get() const
    {
        return v;
    }
private:
    int v;
    const int increment;
};

```

```

INCREMENT::INCREMENT( int v, int i ) : v( v ), increment( i )
{
}

```

```

void INCREMENT::print() const
{
    cout << v << endl;
}
int main()
{
    INCREMENT value( 1, 2);
    value.print();

    for ( int j = 1; j <= 2; j++ )
    {
        value.addIncrement();
        value.print();
    }
    return 0;
}

```

One for each line:

line 1: (1分) line 2: (1分)
line 3: (1分)


4-4 Accepted (3 point(s))

4-5 write the output of the code below.

```

#include<iostream>
using namespace std;
class TEST
{
    int num;
public:
    TEST( int num=0);
    void increment( ) ;
    ~TEST( );
};
TEST::TEST(int num) : num(num)
{
    cout << num << endl;
}
void TEST::increment()
{
    num++;
}
TEST::~~TEST( )
{
    cout << num << endl;
}
int main( )
{
    TEST array[2];
    array[0].increment();
    array[1].increment();
    return 0;
}

```

 Author: hulanqing
Organization: 浙江大学

One for each line:

line 1:	0	(1分)
line 2:	0	(1分)
line 3:	1	(1分)
line 4:	1	(1分)

4-5 Accepted (4 point(s))

4-6 The output of the code below is:

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```
#include <iostream>
using namespace std;

class MyClass {
public:
    MyClass() {
        ++count;
    }
    ~MyClass() {
        --count;
    }
    static int getCount() {
        return count;
    }
private:
    static int count;
};
int MyClass::count = 0;
int main() {
    MyClass obj;
    cout << obj.getCount();
    MyClass obj2;
    cout << MyClass::getCount();
    cout << obj2.getCount();
    return 0;
}
```

122 (3分)

4-6 Accepted (3 point(s))

4-7 write the output of the code below.

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Organization: 浙江大学

```
#include<iostream>
using namespace std;

enum NOTE { middleC, Csharp, Cflat };
class Instrument {
public:
    virtual void play(NOTE) const = 0;
    virtual char* what() const = 0;
    virtual void adjust(int) = 0;
};

class Wind : public Instrument {
public:
    void play(NOTE) const {
        cout << 1 << endl;
    }
    char* what() const { return "Wind"; }
    void adjust(int) {}
};

class Percussion : public Instrument {
public:
    void play(NOTE) const {
        cout << 2 << endl;
    }
    char* what() const { return "Percussion"; }
    void adjust(int) {}
};

class Stringed : public Instrument {
public:
    void play(NOTE) const {
        cout << 3 << endl;
    }
    char* what() const { return "Stringed"; }
    void adjust(int) {}
};
```

```

void adjust(int) {}

};

class Brass : public Wind {
public:
    void play(NOTE) const {
        cout << 11 << endl;
    }
    char* what() const { return "Brass"; }
};

class Woodwind : public Wind {
public:
    void play(NOTE) const {
        cout << 12 << endl;
    }
    char* what() const { return "Woodwind"; }
};

void tune(Instrument& i) {
    i.play(middleC);
}

void f(Instrument& i) { i.adjust(1); }

int main() {
    Wind flute;
    Percussion drum;
    Stringed violin;
    Brass flugelhorn;
    Woodwind recorder;
    tune(flute);
    tune(drum);
    tune(violin);
    tune(flugelhorn);
    tune(recorder);
    f(flugelhorn);
    return 0;
}

```

One for each line:

line 1:	1	(1分)
line 2:	2	(1分)
line 3:	3	(1分)
line 4:	11	(1分)
line 5:	12	(1分)

4-7 Accepted (5 point(s))

4-8 write the output of the code below.

```


#include<iostream>
#include<string>
using namespace std;

class Pet {
public:
    virtual string speak() const { return "pet!"; }
};

class Dog : public Pet {
public:
    string speak() const { return "dog!"; }
};

int main() {
    Dog ralph;
    Pet* p1 = &ralph;
    Pet& p2 = ralph;
    Pet p3;
    cout << p1->speak() <<endl;
    cout << p2.speak() << endl;
    cout << p3.speak() << endl;
    return 0;
}

```

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dog! (1分)

dog! (1分)

pet! (1分)

4-8 Accepted (3 point(s))

4-9 The output of the code below is:

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```
#include <iostream>
using namespace std;

class A {
    int i;
public:
    A() : i(0) {}
    ~A() { cout << get(); }
    void set(int i) { this->i = i; }
    int get() { return i; }
};

int main()
{
    A* p = new A[2];
    delete p;
    return 0;
}
```

0 (3分)

4-9 Accepted (3 point(s))