

# TI DSP, MCU, Xilinx Zynq FPGA 프로그래밍 전문가 과정

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```

#include <iostream>

using namespace std;

class Point
{
private:
    int x, y;
public:
    Point(int _x = 0, int _y = 0) : x(_x), y(_y) {}
    void ShowPosition(void);
    void operator+(int val);
};

void Point::ShowPosition(void)
{
    cout << x << " " << y << endl;
}

void Point::operator+(int val)
{
    x += val;
    y += val;
}

int main(void)
{
    Point p(3,4);
    p.ShowPosition();

    p.operator+(10);
    p.ShowPosition();
    return 0;
}

```

```

#include <iostream>
using namespace std;

class Point
{
private:
    int x, y;
public:
    Point(int _x = 0, int _y = 0) : x(_x), y(_y){}
    void ShowPosition(void);
    Point operator+(const Point& p);
};

void Point::ShowPosition(void)
{
    cout << x << " " << y << endl;
}

Point Point::operator+(const Point& p)
{

```

```

        Point temp(x + p.x, y + p.y);
        return temp;
    }

int main(void)
{
    Point p1(1,2);
    Point p2(3,7);
    Point p3 = p1 + p2;
    p3.ShowPosition();
    return 0;
}

#include <iostream>
#include <string.h>
using namespace std;
class Person
{
    char* name;
    char* phone;

    public:
    Person(char *_name, char *_phone);
    ~Person();
    Person(const Person& p);
    void ShowData();
};

Person::Person(char* _name, char* _phone)
{
    name = new char(strlen(_name) + 1);
    strcpy(name, _name);

    phone = new char(strlen(_phone) + 1);
    strcpy(phone, _phone);
}

Person::~~Person(void)
{
    delete []name;
    delete []phone;
}

Person::Person(const Person& p)
{
    name = new char(strlen(p.name) + 1);
    strcpy(name, p.name);
    phone = new char(strlen(p.phone) + 1);
    strcpy(phone, p.phone);
}

void Person::ShowData(void)

```

```
{  
    cout << "name : "<<name <<endl;  
    cout << "phone : " << phone << endl;  
}  
  
int main(void)  
{  
    char _name[3] = "jo";  
    char _phone[15] = "011-1123-2323";  
    _name[2] = '\0';  
    _phone[13] = '\0';  
    Person p1(_name, _phone);  
    Person p2 = p1;  
    p1.ShowData();  
    p1.~Person();  
    p1.ShowData();  
    p2.ShowData();  
  
    return 0;  
}
```