

CS 32 Worksheet 1

This worksheet is entirely **optional**, and meant for extra practice. Some problems will be more challenging than others and are designed to have you apply your knowledge beyond the examples presented in lecture, discussion or projects. All exams will be done on paper, so it is in your best interest to practice these problems by hand and not rely on a compiler.

If you have any questions or concerns please email arabellekezia@ucla.edu or brendon1097@gmail.com, or go to any of the LA office hours.

Concepts

Copy constructors, assignment operators

Problems

- 1) What is the output of the following code?

```
class A {
public:
    A()
    { cout << "DC" << endl; }
    A(const A& other)
    { cout << "CC" << endl; }
    A& operator=(const A& other)
    { cout << "AO" << endl; return *this; }
    ~A()
    { cout << "Destructor!" << endl;}
};

int main() {
    A arr[3];
    arr[0] = arr[1];
    A x = arr[0];
    x = arr[1];
    A y(arr[2]);
    cout << "DONE" << endl;
}
```

Difficulty: Easy

- 2) Complete the copy constructor, assignment operator, and destructor of the following class. Be careful to avoid aliasing, memory leaks, and other pointer issues!

```
class A {
public:
```

```

A(int sz) {
    //...implement this!
}

A(const A& other) {
    //...implement this!
}

A& operator=(const A& other) {
    //...implement this!
}

//...other functions

~A() {
    //...implement this!
}

private:
    //one dynamically allocated B object; assume B has a default
    //constructor, a copy constructor, and an assignment operator
    B* b;
    //dynamically allocated array
    int* arr;
    //size of arr (determined by a constructor)
    int n;
    string str;
};

```

Difficulty: Medium

- 3) Find the **4 errors** in the following class definitions so the main function runs correctly.

```

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

class Account {
public:
    Account(int x) {
        cash = x;
    }
    int cash;
}

```

```

class Billionaire {
public:
    Billionaire(string n){
        account = Account(10000);
        offshore = Account(10000000000);
        name = n;
    }

    Account account;
    Account* offshore;
    string name;
};

int main() {
    Billionaire jim = Billionaire("Jimmy");
    cout << jim.name << " has "
         << jim.account.cash + jim.offshore->cash << endl;
}

```

Output: Jimmy has 1000010000

Difficulty: Medium

- 4) After being defined by the above code, Jim the Billionaire funded a cloning project and volunteers himself as the first human test subject. Sadly, all his money isn't cloned, so his clone has his name, but has \$0. Add the needed function to the Billionaire class so the following main function produces the following output.

```

int main() {
    Billionaire jim = Billionaire("Jimmy");
    Billionaire jimClone = jim;
    cout << jimClone.name << " has "
         << jimClone.account.cash + jimClone.offshore->cash
         << endl;
    cout << jim.name << " has "
         << jim.account.cash + jim.offshore->cash << endl;
}

```

Output: Jimmy has 0
 Jimmy has 1000010000

Difficulty: Easy

- 5) What is the output of the following code:

```

#include<iostream>
using namespace std;

```

```

class B {
    int m_val;
public:
    B(int x): m_val(x) { cout << "Wow such " << x << endl; }
    B(const B& other) {
        cout << "There's another me???" << endl;
        m_val = other.m_val;
    }
    ~B() {
        cout << "Twas a good life" << endl;
    }
};

```

```

class A {
    int m_count;
    B* m_b;
public:
    A(): m_count(9.5) {
        cout << "Construct me with " << m_count << endl;
        m_b = new B(m_count+10);
    }
    A(const A& other) {
        cout << "Copy me" << endl;
        m_count = other.m_count;
        m_b = (other.m_b != nullptr)? new B(*other.m_b)
            : nullptr;
    }
    ~A() {
        cout << "Goodbye cruel world" << endl;
        if (m_b)
            delete m_b;
    }
    int getCount() { return m_count; }
};

```

```

int main() {
    A a1, a2;
    A a3 = a2;
    B b1(a3.getCount());
    cout << "Where are we?" << endl;
}

```

Difficulty: Easy