Tony Sulfaro

CSE 335 HW05

Main cpp file:



Program Output:

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In Shape Constructor with params. //initializing Square s1 but has to construct base Shape

In Square constructor with params. //constructing Square s1 with edgeLength

In Shape Constructor without params. //initializing shape without params

In Square constructor without params //initializing Square s2 with default constructor

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In Shape Constructor with params. //initializing shape to hold Circle c1

In Circle constructor with parameters. //constructing Circle c1 with parameters

In Shape Constructor without params. //initializing shape to hold Circle c2

In default Circle constructor. //constructing Circle c2 without parameters

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In Square destructor. //have to destruct from inside out so default constructed Square s2’s //destructor is called in main.

In Shape destructor. // moving onto shape destructor from Square s2 to destruct

In Circle destructor. //have to destruct from inside out so default constructed Cirlce c2’s //destructor is called in main.

In Shape destructor. // moving onto shape destructor from Circle c2 to destruct

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In Shape Constructor with params. // Square s3 is initialized in a block, has to construct shape

In Square constructor with params. // constructing Square s3 square-specific attributes

In Square destructor. // immediately moves out of scope (end of block) must destruct

In Shape destructor. // destructs shape class for Square s3

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In Circle destructor. // Circle c1 that was initialized is now out of scope. Must destruct

In Shape destructor. // destruct shape from Circle c1

In Square destructor. // Square s1 that was initialized is now out of scope. Must destruct

In Shape destructor. // destruct shape from Square s1