

Музафаров К.Р. ИДБ-21-06

Лабораторная работа 2

Часть 1

```
#include <iostream>
#include <fstream>
#include <vector>
#include <string>
using namespace std;

class Car
{
public:
    Car() {}
    virtual ~Car() {}
};

class Porsche: public Car
{
    string model;
public:
    Porsche(string car) { model = car; }
    ~Porsche() { cout << "Porsche " << model << endl; }
};

class Tesla: public Car
{
    string model;
public:
    Tesla(string car) { model = car; }
    ~Tesla() { cout << "Tesla " << model << endl; }
};

class Lada: public Car
{
    string model;
public:
    Lada(string car){ model = car; }
    ~Lada() { cout << "Lada " << model << endl;}
};

int main()
{
    setlocale(LC_ALL, "Russian");
    vector <Car*> v;
    ifstream File("/Users/karimmuzafarov/Desktop/
myfile.txt");
    string iter;
    cout << "Список автомобилей: \n";
    while (!File.eof())
```

```

{
    File >> iter;
    if (iter == "Porsche") {
        File >> iter;
        v.push_back(new Porsche(iter));
    }

```

```

    else if (iter == "Tesla")
    {
        File >> iter;
        v.push_back(new Tesla(iter));
    }
    else if (iter == "Lada")
    {
        File >> iter;
        v.push_back(new Lada(iter));
    }
}

```

```

for (int i = 0; i < v.size(); i++)
    delete v[i];

```

```

return 0;
}

```

Текст файла txt:	Вывод программы:
Porsche 911	Porsche 911
Tesla modelS	Tesla modelS
Lada 12	Lada 12
Porsche 711	Porsche 711
Tesla modelX	Tesla modelX
Lada 14	Lada 14
Porsche 651	Porsche 651
Tesla modelY	Tesla modelY
Lada 7	Lada 7
Porsche 911	Porsche 911
Tesla modelZ	Tesla modelZ
Lada 14	Lada 14

Часть 2

```
#include <iostream>
#include <vector>
#include <typeinfo>
using namespace std;
struct Leaks
{
    ~Leaks() { _CrtDumpMemoryLeaks(); }
};
Leaks _l;
class Class1 {
    int a;
public:
    Class1() { a = 0; }
    Class1(int a1) {
        a = a1;
    }
    Class1(const Class1& obj) {
        a = obj.a;
    }
    virtual Class1* my_copy() {
        Class1* new_obj = new Class1(*this);
        return new_obj;
    }
    virtual ~Class1() = default;
};
class Class2 : public Class1
{
    double b;
public:
    Class2()
    {
        b = 0.0;
    }
    Class2(double b1) {
        b = b1;
    }
    Class2(const Class2& obj) : Class1(obj) {
        b = obj.b;
    }
    Class2* my_copy() {
        Class2* new_obj = new Class2(*this);
        return new_obj;
    }
    ~Class2() = default;
};
int main() {
```

```
vector <Class1*> DB;
auto a = 5; auto b = 7.3;
Class1* a1 = new Class1(a);
Class2* b1 = new Class2(b);
DB.push_back(a1->my_copy());
DB.push_back(b1->my_copy());
for (int i = 0; i < DB.size(); i++) {
    cout << typeid(DB[i]).name() << endl;
}
for (int i = 0; i < DB.size(); i++) {
    delete DB[i];
}
delete a1;
delete b1;
return 0;
}
```