ECE244 Remark Request

Question 1:

The correct answer was marked as “B”. However, B had more constructor calls than destructor calls, so I assumed it couldn’t be the answer. I later got to know from the TA that dynamically allocated structures do not have their destructor called even when the entire program execution ends. I did not know this fact, which is why I got the wrong answer, however I feel losing 8 marks over this small mistake is a bit harsh.

Question 2:

In part (c) I answered that the default constructor, copy constructor, operator= and destructor had to be reimplemented (to avoid memory leaks). My answer was marked wrong and from my friend’s paper I got to know that these were considered “new” members and should have been in part (a). However, how I understand it is that there are default implementations of these 4 functions provided by C++. Hence, these functions are already members of the class “aVector”. Therefore, they shouldn’t be classified as “new” members as their implementation already exists. Hence they should be reimplemented instead.