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1. Three times for the constructor method and 3 times for the destructor method.
2. It is doing it in the order of A then B then C.

5.

Box 0x16d84b110 created

Box 0x16d84b104 created

Box 0x16d84b0e8 created

a = 0 x 0 x 0

b = 0 x 0 x 0

c = 0 x 0 x 0

Box 0x16d84b0e8 destroyed

Box 0x16d84b104 destroyed

Box 0x16d84b110 destroyed

6. It represents the allocation and creation of two new instances of the box object under the name a and b. Then it destroys and deallocates the memory for the previous a and b instances of the box class.

7.

Box 0x16d37b110 created

Box 0x16d37b100 created

Box 0x16d37b0e8 created

a = 0 x 0 x 0

b = 0 x 0 x 0

c = 0 x 0 x 0

Box 0x16d37b0dc created

Box 0x16d37b0dc destroyed

Box 0x16d37b0d0 created

Box 0x16d37b0d0 destroyed

a = 3 x 5 x 8

b = 4 x 6 x 2

Box 0x16d37b0e8 destroyed

Box 0x16d37b100 destroyed

Box 0x16d37b110 destroyed

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\* Put

\* Display box dimensions/Share member object member variables

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void box::put(ostream &out)

{

cout << height << " x " << width << " x " << depth;

}