

```
// ----- Copy Constructor : shallow copy without ptrs-----

#include <iostream>
using namespace std;

class account{
private:
    string customer_name {};
    int balance {};
    int cibil {};
public:
    void deposit(int amount);
    void withdraw(int amount);
    void getbalance();

    account(string name = "Happy" , int val = 600, int bal = 0);
    ~account() {
        cout << "Destructor called for object " << customer_name << endl;
    }

    account(const account &source):
customer_name{"Hello"},cibil{source.cibil}, balance{source.balance}{
        cout << "Copy constructor " << customer_name << endl;
    }
};

account::account (string name, int val, int bal):
customer_name{name},cibil{val}, balance{bal} {
    cout << "constructor called for object " << customer_name << endl;
}

void account::deposit(int amount) {
    balance += amount;
}

void account::withdraw(int amount) {
    balance -= amount;
}

void account::getbalance(){
    cout << customer_name << " having balance: " << balance << " & cibil val.: " << cibil << endl;
}

int main(){
    account savings_acc3("cust2",500,1500);
    savings_acc3.deposit(1500);
    savings_acc3.withdraw(1000);
    savings_acc3.getbalance();
}
```

```
account new_acc{savings_acc3};  
new_acc.deposit(500);  
new_acc.getbalance();  
  
return 0;  
}
```

**Result:**

constructor called for object cust2

cust2 having balance: 2000 & cibil val.: 500

Copy constructor Hello

Hello having balance: 2500 & cibil val.: 500

Destructor called for object Hello

Destructor called for object cust2

```

//----copy constructor - shallow copy with ptrs-----

#include <iostream>
using namespace std;

class account{
private:
    int *balance;
public:
    void set_bal(int amount);
    int getbalance();

    account(int bal = 100);
    ~account() {
        delete balance;
        cout << "Destructor called for object " << endl;
    }

    account(const account &source):balance{source.balance}{
        cout << "Copy constructor - shallow copy " << endl;
    }
};

account::account (int bal) {
    cout << "Constructor created" << endl;
    balance = new int;
    *balance = bal;
}

void account::set_bal(int amount) {
    *balance = amount;
}

int account::getbalance(){
    return *balance;
}

int main()
{
    account savings_acc3{500};
    account new_acc{savings_acc3};
    cout << new_acc.getbalance() << endl;

    return 0;
}

```

**Result:**

Constructor created

Copy constructor - shallow copy

500

Destructor called for object

free(): double free detected in tcache 2

```
// -----copy constructor - deep copy with ptrs-----

#include <iostream>
using namespace std;

class account{
private:
    int *balance;
public:
    void set_bal(int amount);
    int getbalance();

    account(int bal = 100);
    ~account() {
        delete balance;
        cout << "Destructor called for object- freeing data " << balance
<< endl;
    }

    account(const account &source):account(*source.balance){
        cout << "Copy constructor - Deep copy " << endl;
    }

};

account::account (int bal) {
    cout << "Constructor created" << endl;
    balance = new int;
    *balance = bal;
}

void account::set_bal(int amount) {
    *balance = amount;
}

int account::getbalance(){
    return *balance;
}
```

```

int main(){
    account savings_acc3{500};

    account new_acc{savings_acc3};
    cout << new_acc.getbalance() << endl;

    return 0;
}

```

### Result:

Constructor created

Constructor created

Copy constructor - Deep copy

500

Destructor called for object- freeing data 0x560476eef2e0

Destructor called for object- freeing data 0x560476eef2c0

```

// -----this pointer-----

#include <iostream>
using namespace std;

class account{
private:
    string customer_name {};
    int balance {};
    int cibil {};
public:
    void setbalance(int balance);
    void deposit(int amount);
    void withdraw(int amount);
    void getbalance();

    account(string name = "Happy" , int val = 600, int bal = 0);
    ~account() {
        cout << "Destructor called for object " << customer_name << endl;
    }
}

```

```

};

account::account (string name, int val, int bal):
customer_name{name},cibil{val},balance{ bal}{
    cout << "constructor called for object " << customer_name << endl;  }

void account::setbalance(int balance) {
    this->balance = balance;
};

void account::deposit(int amount) {
    balance += amount;
}

void account::withdraw(int amount) {
    balance -= amount;
}

void account::getbalance(){
    cout << customer_name << " having balance: " << balance << " & cibil val.:
" << cibil << endl;  }

int main(){
    account savings_acc3("cust2",500,1500);
    savings_acc3.deposit(1500);
    savings_acc3.withdraw(1000);
    savings_acc3.getbalance();

    account new_acc{savings_acc3};
    new_acc.deposit(500);
    new_acc.getbalance();

    return 0;
}

```

### Result:

constructor called for object cust2

cust2 having rs.: 2000 & cibil val.: 500

cust2 having rs.: 2500 & cibil val.: 500

Destructor called for object cust2

Destructor called for object cust2

```

// ----- static members of a class -----

#include <iostream>
using namespace std;

class account{
private:
    static int customer_count;
    string customer_name {};
    int balance {};
    int cibil {};
public:
    void getbalance();
    static int get_customer_count();

    account(string name = "Happy" , int val = 600, int bal = 0);
    ~account() {
        cout << "Destructor called for object " << customer_name << endl;
    }
};

int account::customer_count {0};

int account::get_customer_count(){
    return customer_count;
}

account::account (string name, int val, int bal):
customer_name{name},cibil{val},balance{ bal}{
    customer_count++;
    cout << "constructor called for object " << customer_name << endl;
}

void account::getbalance(){
    cout << customer_name << " having rs.: " << balance << " & cibil val.: "
<< cibil << endl;
}

int main(){

    cout << "no. of customers in bank are " << account::get_customer_count()
<< endl;
    account savings_acc1;
    savings_acc1.getbalance();
    cout << "no. of customers in bank are " << account::get_customer_count()
<< endl;
    account savings_acc2("cust1");
}

```

```

        cout << "no. of customers in bank are " << account::get_customer_count()
<< endl;
        account savings_acc3("cust2",500,1500);
        cout << "no. of customers in bank are " << account::get_customer_count()
<< endl;
        account new_acc{savings_acc3}; //
        cout << "after copy constructor no. of customers in bank are " <<
account::get_customer_count() << endl;

        return 0;
}

```

### Result:

no. of customers in bank are 0

constructor called for object Happy

Happy having rs.: 0 & cibil val.: 600

no. of customers in bank are 1

constructor called for object cust1

no. of customers in bank are 2

constructor called for object cust2

no. of customers in bank are 3

after copy constructor no. of customers in bank are 3

Destructor called for object cust2

Destructor called for object cust2

Destructor called for object cust1

Destructor called for object Happy



```

//-----friend of a class -----

#include <iostream>
using namespace std;

class account{
private:
    string customer_name {};
    int balance {};
    int cibil {};
public:
    friend void getdetails(account acc);

    account(string name = "Happy" , int val = 600, int bal = 0);
    ~account() {
        cout << "Destructor called for object " << customer_name << endl;
    }
};

account::account (string name, int val, int bal):
customer_name{name},cibil{val},balance{ bal}{
    cout << "constructor called for object " << customer_name << endl;
}

void getdetails(account acc){
    cout << acc.customer_name << " having rs.: " << acc.balance << " & cibil
val.: " << acc.cibil << endl;
}

int main(){
    account savings_acc3("cust2",500,1500);
    getdetails(savings_acc3);
    return 0;
}

```

### Result:

constructor called for object cust2

cust2 having rs.: 1500 & cibil val.: 500

Destructor called for object cust2

Destructor called for object cust2