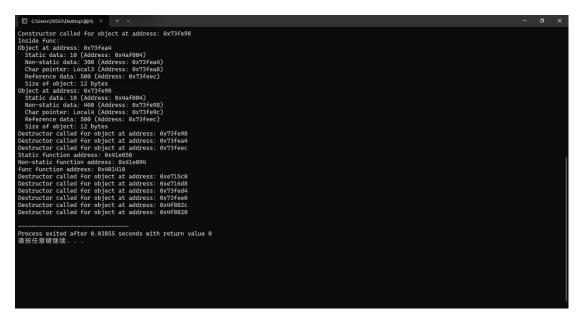
3.2 实验: 研究 C++的对象模型

计算机 2303-2234213968-聂先锋

一、结果截图:

```
Constructor called for object at address: 0x488020
Constructor called for object at address: 0x488020
Constructor called for object at address: 0x7876e0
Static data: 10 (Address: 0x7876e0)
Static data: 10 (Address: 0x7876e0)
Size of object: 12 bytes
Object at address: 0x7876e0
Static data: 10 (Address: 0x7876e0)
Static data: 00 (Address: 0x7876e0)
Non-static data: 00 (Address: 0x7876e0)
Size of object: 12 bytes
Object at address: 0x7876e0
Object at address: 0x7876e0
Size of object: 12 bytes
Object at address: 0x7876e0
Size of object: 12 bytes
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Object at address: 0x7876e0
Size of object at address: 0x7876e0
Size of object: 12 bytes
Object at address: 0x7876e0
Size of object: 12 object object at address: 0x7876e0
Size of objec
```



二、分析

- 1、静态数据成员:类级别,所有对象共享,地址唯一。
- 2、非静态数据成员:对象级别,每个对象独立,地址不同。
- 3、对象地址:标识对象在内存中的位置,与非静态数据成员密切相关。
- 4、字符指针:指向动态分配的内存,存储字符串内容。
- 5、引用成员:别名,不占用额外内存,与引用变量共享地址。
- 6、静态成员函数:类级别,只能访问静态数据成员。

- 7、非静态成员函数:对象级别,可以访问静态和非静态数据成员。
- 8、外部函数:独立于类,可以接受类的对象作为参数。
- 9、对象大小:由非静态数据成员和内存对齐决定。