

## HOMEWORK 6

### Problem 2

Our output reads **11411567666**, exploring the class construction we examine the reason for this output. In our main sequence, we call the function `heavyPrinting()` represented below:

```
void heavyPrinting(){
    MyClass object1;
    MyClass object2;
    object1=object2;
    MyClass object3;
    object3=myFunction();
    std::cout<<"7";
}
```

In our first line we create “object1” of type “MyClass” which calls the class constructor and outputs the number “1” to the screen. The class constructor is provided below:

```
MyClass::MyClass(){
    std::cout<<"1";
}
```

Thereafter, we create another object of type “MyClass” which we call “object2.” This will also call the constructor, and output the number “1” to the screen. We then follow, by assigning the value of “object1” to “object2” which calls the operator method in the class, and outputs the number “4” to the screen. The operator method is provided below.

```
void MyClass::operator=(const MyClass & copyFrom){
    std::cout<<"4";
}
```

We then create another object of type “MyClass” which we call “object3.” This will call the constructor and output the number “1” to the screen. We follow by calling the function `myFunction()`, which creates a temporary object of type “MyClass,” and outputs the number “1” to the screen after calling the constructor once again. The return of the function is then mapped to the move assignment output of “5” as we assign “object3” to `myFunction()`.

```
void MyClass::operator=(MyClass&& moveFrom){
    std::cout<<"5";
}
MyClass myFunction(){
    MyClass temp;
    return temp;
}
```

We then deconstruct our temporary variable, and output the number “6” to the screen, before reaching our final line of code in the `heavyPrinting()` function and simply output the number “7”. Finally, we must deconstruct all our classes and remove the unused memory; in doing so, the destructor is called three times to remove “object1”, “object2”, and “object3.,” which outputs the number “6” three times before terminating. The destructor is provided below:

```
MyClass::~MyClass(){  
    std::cout<<"6";  
}
```

As a result, our final output should be **1,1,4,1,1,5,6,7,6,6,6**