ITEM 5

```
class Empty {};
```

is same as

```
class Empty {
public:
    Empty() { }①          //default

    Empty (const Empty &rhs) { }②

    ~Empty() { }③

    Empty &operator = (const Empty &rhs) { }④
};
```

① default constructor
② copy ctor
③ destructor
④ copy assignment operator.

Each funcn will be generated when

```
Empty e1;          //default ctor, destructor

Empty e2(e1);      //copy ctor

e2 = e1;           // copy assignment
                   operator.
```