Lab 3.1 : Copy Constructor

#include <iostream>

using namespace std;

//copy constructor

class Sample{

int x;

string d;

public:

Sample();

Sample(Sample &);

void display();

void input();

}

Sample::Sample(){

x = 0;

d = "";

}

Sample::Sample(Sample & U){

x = U.x;

d = U.d;

}

void Sample::input(){

cout<<"Enter x:";

cin>>x;

cin.ignore();

cout<<"Enter textstring:";

getline(cin,d);

}

void Sample::display(){

cout<<"X :"<<x<<"\nText:"<<d<<"\n";

}

int main(){

Sample X;

X.input();

cout<<"Copying contents into another object...\n";

Sample Y(X);

cout<<"Displaying second object\n";

Y.display();

return 0;

}

