C++\_ques 2

Ans: garbage value

If we modify code like this

#include <iostream>

using namespace std;

struct A{

int i,j;

A(int ii,int jj):i(ii),j(jj)

{

}

A(const A& a)

{

i=a.i;

j=a.j;

}

A& operator=(const A& a){

i=a.i;j=a.j;

}

};

int main()

{

A a(1,2);

A b(2,3);

A z=(a=b);

cout<<z.i<<" "<<z.j<<endl;

return 0;

}

Ans will be 2,3

Question

#include <iostream>

using namespace std;

class someclass{

public : int x;

public :

someclass(int xx): x(xx){};

someclass(const someclass & a){

x=a.x;x++;

}

void operator=(const someclass &a1)

{

x=a1.x;x--;

}

};

int main()

{

someclass a(4);

someclass b=a;

cout<<b.x<<endl;

return 0;

}

Ans:5

Question

#include <iostream>

using namespace std;

template<typename T>

class Foo

{

T tVar;

public :

Foo(T t):tVar(t){}

};

class FooDerived : public Foo<std::string>{};

int main()

{

FooDerived d;

return 0;

}

Ans: Compiler error it can be fixed by adding an empty constructor in foo class

#include <iostream>

using namespace std;

template<typename T>

class Foo

{

T tVar;

public :

Foo(T t):tVar(t){}

Foo()

{

std::cout << "I am here" << std::endl;

}

};

class FooDerived : public Foo<std::string>{};

int main()

{

FooDerived d;

return 0;

}