**第六次实验报告**

#include<iostream>

//#include<cmath>

#include<string>

using namespace std;

class MyArray {

public:

MyArray(int length);

~MyArray();

void Input();

void Display(string);

protected:

int\* alist;

int length;

};

MyArray::MyArray(int leng)

{

if (leng <= 0)

{

cout << "error length";

exit(1);

}

length = leng;

alist = new int[length];

if (alist == NULL)

{

cout << "assign failure";

exit(1);

}

cout << "MyArray类对象已创建!" << endl;

}

MyArray::~MyArray()

{

delete[] alist;

cout << "MyArray类对象已撤销!" << endl;

}

void MyArray::Input()

{

cout << "请从键盘输入" << length << "个整数:";

int i;

int\* p = alist;

for (i = 0; i < length; i++, p++)

cin >> \*p;

}

void MyArray::Display(string str)

{

int i;

int\* p = alist;

cout << str << length << "个整数: ";

for (i = 0; i < length; i++, p++)

cout << \*p << " ";

cout << endl;

}

int main()

{

MyArray a(5);

a.Input();

a.Display("显示已经输入的");

return 0;

}

本次实验让我明白了派生类的构造函数与析构函数的执行顺序：先构造函数再析构函数，由于即使编译构造函数后未定义析构函数，系统也会自动定义一个析构函数，因此平时我们基本无法很深入地了解析构函数。通过本次实验，使我更加深刻地了解并体会到合理设置基类与派生类之间的关系的重要性。

