- Exercise

In this exercise, we have a chance to play around and explore the new and delete operators according to our needs.

WE'LL COVER THE FOLLOWING ^ Try it out! Code 1 Code 2 Further information

Try it out!

Adjust new and delete operators according to our needs in the code below:

Code 1

```
//#include "myNew.hpp"
main.cpp
                                                                                       6
                                //#include "myNew2.hpp"
                               #include "myNew3.hpp"
myNew.hpp
                               #include <iostream>
myNew2.hpp
                               #include <string>
                               class MyClass{
myNew3.hpp
                                 float* p= new float[100];
                               };
                               class MyClass2{
                                 int five= 5;
                                 std::string s= "hello";
                               };
                               int main(){
                                    int* myInt= new int(1998);
                                   double* myDouble= new double(3.14);
                                    double* myDoubleArray= new double[2]{1.1,1.2};
                                   MyClass* myClass= new MyClass;
                                   MvClass2* mvClass2= new MvClass2:
```

delete myDouble;
 delete [] myDoubleArray;
 delete myClass;
 delete myClass2;
 getInfo();
}

Code 2

```
//#include "myNew4.hpp"
                                                                                      6
main.cpp
                               #include "myNew5.hpp"
myNew4.hpp
                               #define new new(__FILE__, __LINE__)
myNew5.hpp
                               #include <iostream>
                               #include <new>
                               #include <string>
                               class MyClass{
                                 float* p= new float[100];
                               };
                               class MyClass2{
                                 int five= 5;
                                 std::string s= "hello";
                               };
                               int main(){
                                   int* myInt= new int(1998);
                                   double* myDouble= new double(3.14);
                                   double* myDoubleArray= new double[2]{1.1,1.2};
                                   MyClass* myClass= new MyClass;
                                   MyClass2* myClass2= new MyClass2;
                                   delete myDouble;
                                   delete [] myDoubleArray;
                                   delete myClass;
                                   delete myClass2;
                                   dummyFunction();
                                   getInfo();
```

See this for a detailed description.

Further information

• new and delete operators

In the next section, we will explore the world of functions.