**Exercitiul 9**

**Variantele unde compileaza (var 1, 2 si 5):**

0.1p raspunsul corect.

0.2 – trimitere catre constructorul de initializare din B

0.1 x si y sunt 0 si I este 1,2,sau 3

0.1 – se apeleaza suma din derivata

x si y sunt 0, se apeleaza constr de init din baza

**Variantele unde nu compileaza:**

0p - Nu compileaza si atat

0.1p - Nu compileaza si motiv gresit

0.3p - Nu compileaza si motiv corect

0.2p - Modificarea

Varianta 3: nu compileaza, "." in loc de "->" in constructori

Varianta 4: nu compileaza, nu exista constructor neparametrizat in baza

**Varianta 1: d.Suma() = 1.5**

class Baza {

protected:

int x,y;

public:

Baza() {

this->x = 0;

this->y = 0;

}

Baza(int x, int y) {

this->x = x;

this->y = y;

}

int Suma() {return x + y;}

};

class Derivata : public Baza {

double t;

public:

Derivata(int x, int y, double t) {

Baza(x,y);

this -> t = t;

}

double Suma() {return x + y + t;}

};

int main() {

Derivata d(5, 3, 1.5);

int i= d.Suma();

}

-------------------------------------------------------------------------------------

**Varianta 2: d.Suma() = 2.5**

class Baza {

protected:

int x,y;

public:

Baza() {

this->x = 0;

this->y = 0;

}

Baza(int x, int y) {

this->x = x;

this->y = y;

}

int Suma() {return x + y;}

};

class Derivata : public Baza {

double t;

public:

Derivata() {

this -> t = 2.5;

}

Derivata(Derivata& derivata) {

Baza(derivata.x + 1, derivata.y + 1);

this -> t = derivata.t;

}

double Suma() {return x + y + t;}

};

int main() {

Derivata d;

Derivata d1(d);

int i= d1.Suma();

}

**Varianta 3: nu compileaza, "." in loc de "->" in constructori**

class Baza {

protected:

int x,y;

public:

Baza() {

this.x = 0;

this.y = 0;

}

Baza(int x, int y) {

this.x = x;

this.y = y;

}

int Suma() {return x + y;}

};

class Derivata : public Baza {

double t;

public:

Derivata() {

this.t = 2.5;

}

Derivata(Derivata& derivata) {

Baza(derivata.x + 1, derivata.y + 1);

this.t = derivata.t;

}

double Suma() {return x + y + t;}

};

int main() {

Derivata d;

Derivata d1(d);

int i= d1.Suma();

}

**Varianta 4: nu compileaza, nu am constructor neparametrizat in baza**

class Baza {

protected:

int x,y;

public:

Baza(int x, int y) {

this->x = x;

this->y = y;

}

int Suma() {return x + y;}

};

class Derivata : public Baza {

double t;

public:

Derivata() {

this -> t = 2.5;

}

Derivata(Derivata& derivata) {

Baza(derivata.x + 1, derivata.y + 1);

this -> t = derivata.t;

}

double Suma() {return x + y + t;}

};

int main() {

Derivata d;

Derivata d1(d);

int i= d1.Suma();

}

**Varianta 5:** **d.Suma() = 3.5**

class Baza {

protected:

int x,y;

public:

Baza() {

this->x = 0;

this->y = 0;

}

Baza(int x, int y) {

this->x = x;

this->y = y;

}

int Suma() {return x + y;}

};

class Derivata : public Baza {

double t;

public:

Derivata() {

Baza(1,1);

this -> t = 3.5;

}

Derivata(Derivata& derivata) {

Baza(derivata.x + 1, derivata.y + 1);

this -> t = derivata.t;

}

double Suma() {return x + y + t;}

};

int main() {

Derivata d;

Derivata d1(d);

int i= d1.Suma();

}