

Exercise 16 (Part A) – The Big Three

Due Date: Today at the end of class

How to turn in your work:

- 1) Write the **name header** in the **DLL_ChildClass.cpp**
- 2) Print the **DLL_ChildClass.cpp** file → **FIT THE CODE IN ONE PAGE**
- 3) Turn in:
 - a. Printed copy
 - b. Project named **A250_E16_A_YourLastName_YourFirstName**

Project **ex_16a_the_big_three** contains a **Main.cpp** file with testing cases, the class **Node** already completed, and the class **DoublyList** also completed. The class **DoublyList** creates doubly-linked lists by inserting nodes to the back of the list. All functions in this class are already implemented, and the **member variables** are declared as **protected**.

You will be working in the **DLL_ChildClass** that **inherits** from the **DoublyList** class. Since the **DoublyList** **member variables** are **protected**, instead of being *private*, they can be directly accessed. A **constructor** and a **destructor** are already provided and need to be left empty (since there are **no** member variables for this class).

Your job is to implement the following functions in the class **DLL_ChildClass**:

- **Copy constructor**
 - The **copy constructor** is an **overloaded constructor** that differs from the default constructor by having as a **parameter** another object of the same class. Since it is a *constructor*, you will need to **initialize the calling object** just as you would in the default constructor.
 - Traverse the list passed by the parameter and copy each item of that list into the calling object.
- **Overloaded assignment operator**
 - Implement an **IF/ELSE** statement that checks whether the calling object and the parameter are the same list. If they are, output the error message, **“Attempted assignment to itself.”** If the two objects are different, call the function **destroyList** to empty the calling object and then traverse the parameter list to copy each item into the calling object.

IMPORTANT: The purpose of this assignment is for you to **really** understand the **difference** between a **copy constructor** and an **assignment operator**. Make sure this is clear, because you will need to answer questions on the final exam about the **big three**.

(See expected output on next page.)

The **output** should be similar to the one below. Obviously, the addresses will differ; therefore, you will need to check that the lists are different.

```
First node of first list is at: 01274C40
First node of second list is at: 0127A238
Last node of first list is at: 0127A1F0
Last node of second list is at: 0127A3A0
First list has 6 nodes.
Second list has 6 nodes.

First node of first list is at: 01274C40
First node of third list is at: 01279700
Last node of first list is at: 0127A1F0
Last node of third list is at: 0127A6A0
First list has 6 nodes.
Third list has 6 nodes.

First node of first list is at: 01274C40
First node of fourth list is at: 0127A810
Last node of first list is at: 0127A1F0
Last node of fourth list is at: 0127A978
First list has 6 nodes.
Fourth list has 6 nodes.

First node of first list is at: 01274C40
First node of fifth list is at: 0127A9C0
Last node of first list is at: 0127A1F0
Last node of fifth list is at: 0127AB28
First list has 6 nodes.
Fifth list has 6 nodes.

Attempted assignment to itself.

Press any key to continue . . .
```