

Office Hour #2

```
1 class XMasNerd {
2 public:
3     XMasNerd(string name)
4     {
5         ourTree.addOrnament(string name);
6     }
7     ~XMasNerd()
8     {
9         ourTree.removeOrnament(string name);
10    }
11    // copy constructor
12    XMasNerd(const XMasNerd &source) {
13        ourTree.addOrnament(source.ornament);
14    }
15    // assignment operator
16    XMasNerd& operator=(const XMasNerd &source) {
17        if (this == &source)
18            return *this;
19
20        ourTree.removeOrnament(this->ornament);
21        ourTree.addOrnament(source.ornament);
22        ornament = source.ornament;
23        return *this;
24    }
25
26 private:
27     string ornament;
28     // ... (data structure for holding ornaments)
29 };
30
31
32 class XMasTree {
33 public:
34     void addOrnament(string name);
35     void removeOrnament(string name);
36 };
37
38 XmasTree ourTree;
39 XmasTre
40
41
```