```
class C {
public:
    C(): size(1), a(new int[1]) {a[0]=0;}
    C& operator=(const C& x) {
```

```
if(this!=&x){
            size=x.size;
            a=new int[size];
            for(int i=0;i<size;i++) a[i]=x.a[i];
          }
          return *this;
    }
    void add(int k) {
      int *b=a;
          a=new int[size+1];
          ++size;
          a[0]=k;
          for(int i=1; i < size; i++) a[i] = b[i-1];
          delete[] b;
    int& operator[](int i) const {return a[i];}
    void stampa() const {
          for(int i=0;i<size;i++) cout<<a[i]<<'';
    ~C() {stampa(); cout<<"~C "; delete[] a;}
private:
    int size;
    int* a;
};
```

```
main(){
   C v; v.add(1);
   C = v; w[1]=2;
   v.stampa(); cout<<"UNO\n";
   w.stampa(); cout<<"DUE\n";</pre>
   C* p=new C; p->add(3);
    *p=v;
    (*p)[0]=4; v[1]=5;
    v.stampa(); cout<<"TRE\n";</pre>
    w.stampa(); cout<<"QUATTRO\n";</pre>
   p->stampa(); cout<<"CINQUE\n";</pre>
    w=*p;
    w[1]=6; v[0]=7;
    v.stampa(); cout<<"SEI\n";</pre>
    w.stampa(); cout<<"SETTE\n";
    p->stampa(); cout<<"OTTO\n";</pre>
    delete p; cout << "NOVE \n";</pre>
```

<u>Soluzione</u>

- 1 2 UNO
- 1 2 DUE
- 1 5 TRE
- 1 5 QUATTRO
- 4 2 CINQUE
- 7 5 SEI
- 4 6 SETTE
- 4 2 OTTO
- 4 2 ~C NOVE
- 46~C75~C