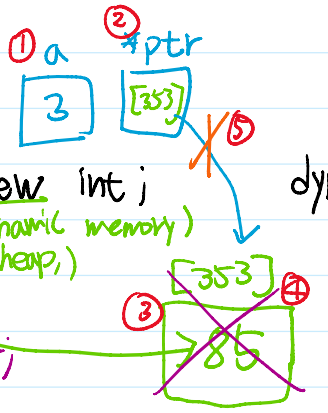
Week 2(09/04/19)

Wednesday, September 4, 2019 11:29 AM

- int *p = nullptr;

example

```
int main()
{
① int a = 3;
② int *ptr = new int;
③ *ptr = 85;
④ Delete ptr
⑤ ptr = nullptr;
}
```



automative variable → identifier, cannot delete, modify

dynamic variable (dynamic memory) (= heap,)

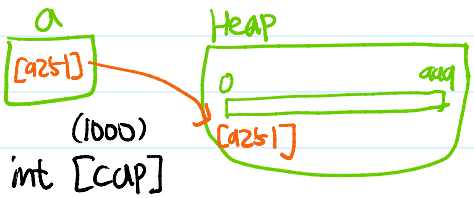
e

modify (your responsibility)

no identifier

example

```
void func()
{  int cap = 1000;
   int *a = new int [cap]
   func1();
   delete [] a; → Deletes the whole array
   a = nullptr;
   func 2();
}
```



After deleting ptr

→ nullptr or assign new value

Class

Spaceship

int points

String color

String galaxy

⇒

(Interface)

Spaceship.h

//name header

#include .h

#include

#ifdef SPACESHIP_H

#define SPACESHIP_H

class Spaceship

{ public:

- Default constructor
- Overloaded construction (int, string, string)
- Destructor

(class implementation)

Spaceship.CPP

using namespace std;

(int, string, string)

- Destructor.

{ public:

private:

}

#endif