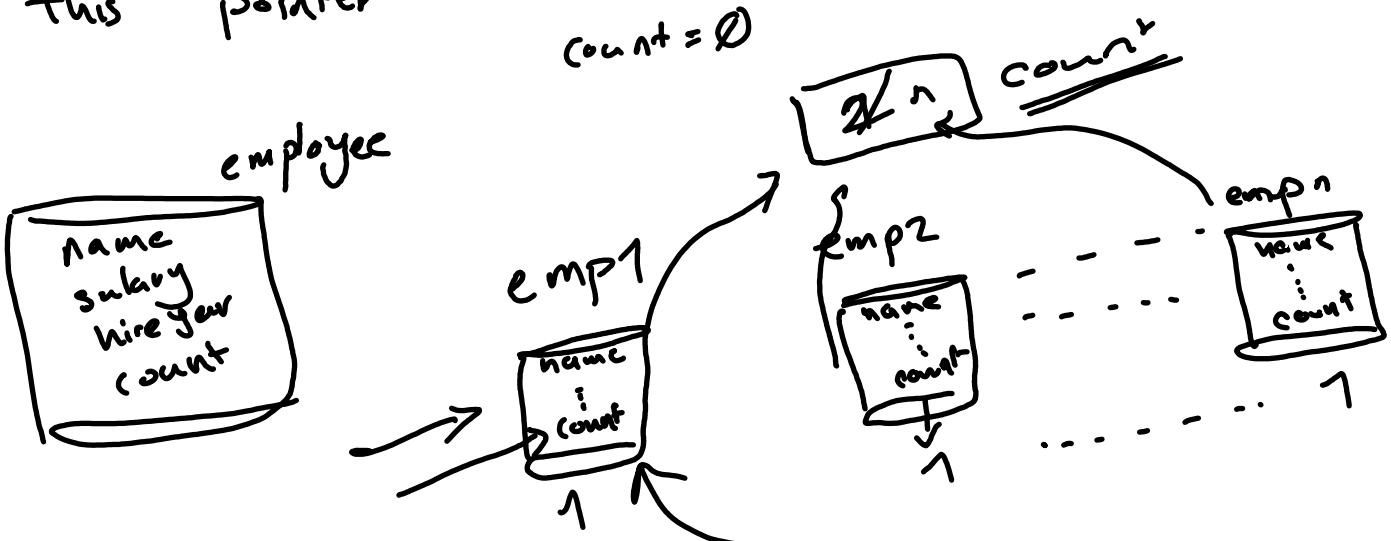
Outline:

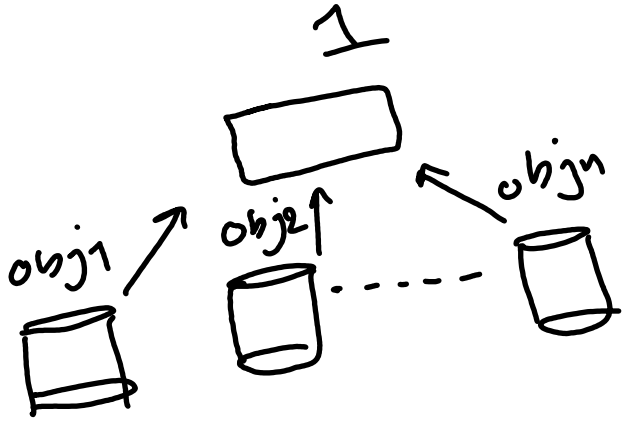
- Static members ✓
- why and when should we define destructor? ✓
- reference vs. pointer
- this pointer

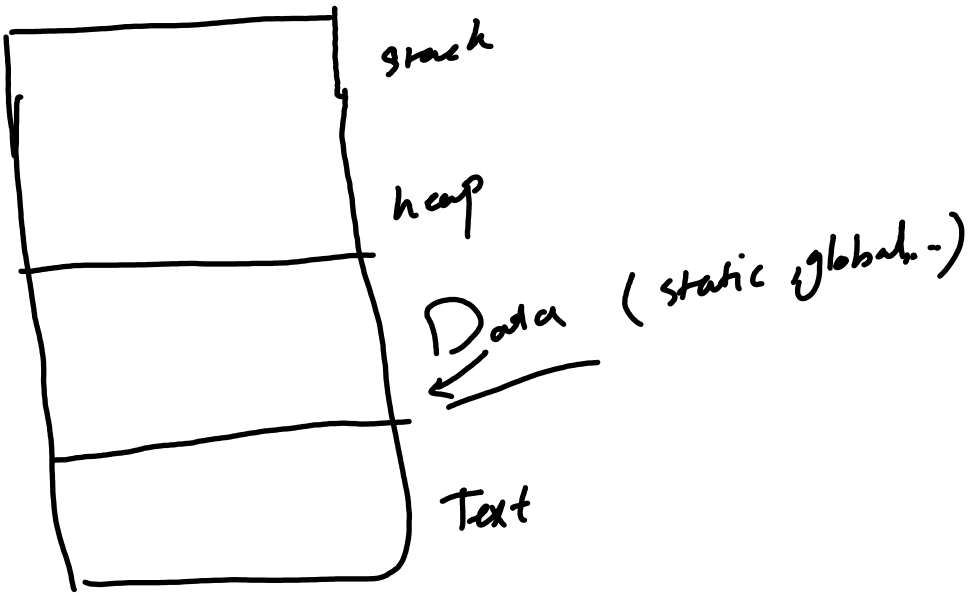


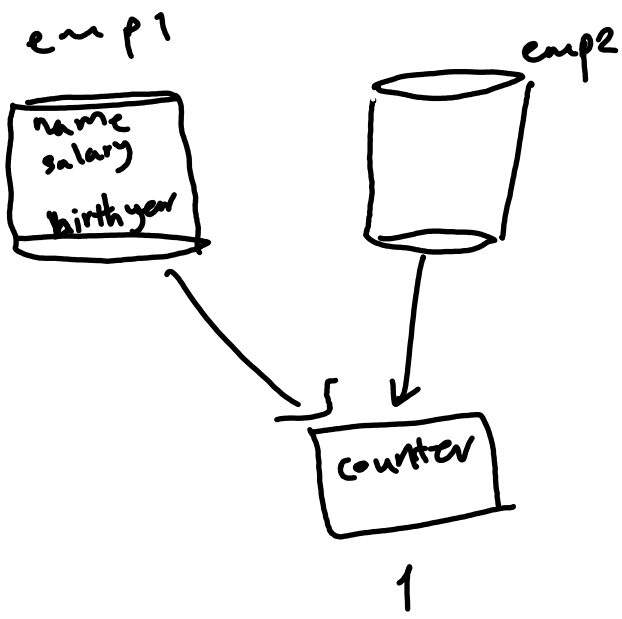

```
employee emp1;
emp1.employee();
employee emp2;
emp2.employee();
```

1- global variable ✗

2- Static data member

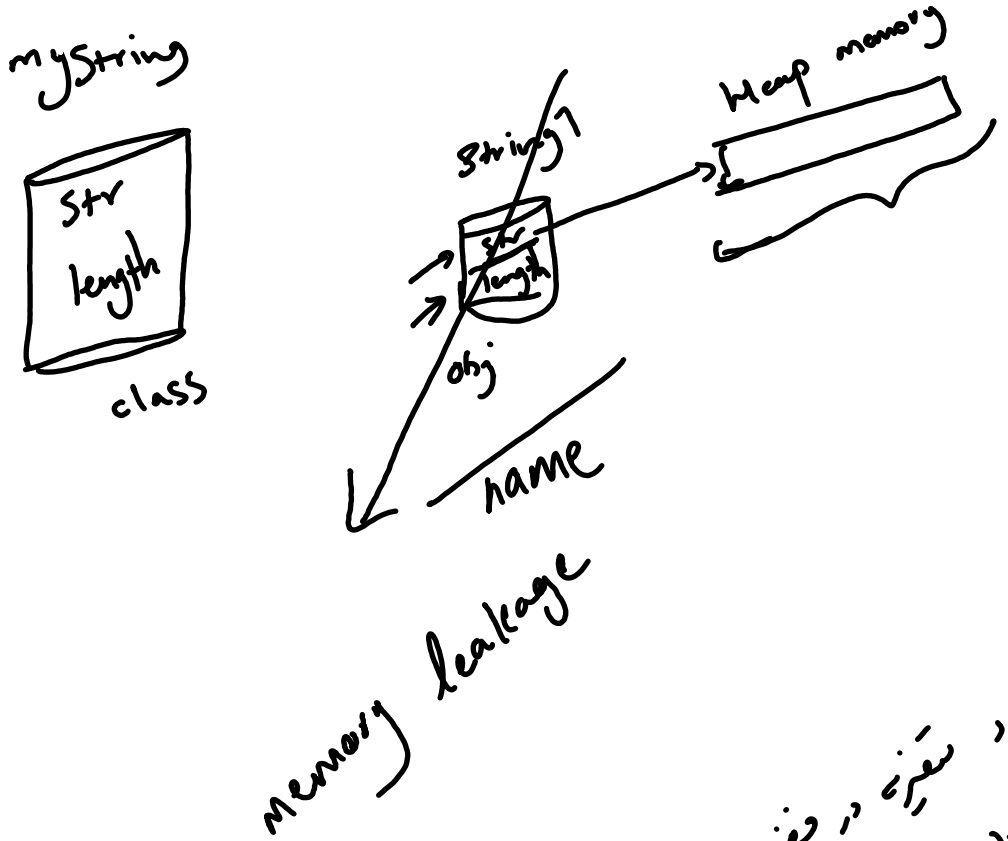



stack
heap
Data (static, global, -)
Text



employee emp1

emp1.employee()



هرجا در اشیاء کلاس خود متغیری در فضای heap داریم
برای جلوگیری از نشت حافظه باید تابع مخرب را پیاده سازی کنیم.

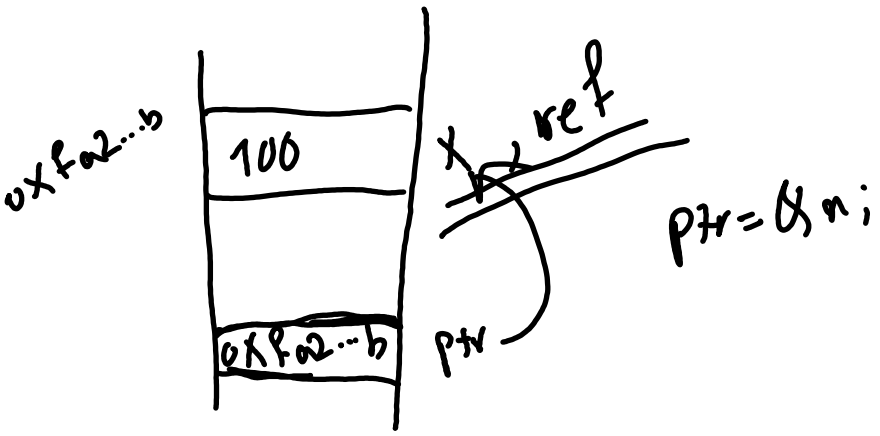
C++

Pointer

reference

C

pointer



"This" pointer

استفاده از this:

۱- بالا بردن خوانایی کد ✓

۲- عدم تداخل با متغیرهای محلی ✓

۳- بازگرداندن اشاره