拷贝构造函数与=运算符

Test t1(100,200);

Test t2=t1;//调用拷贝构造函数

Test t3(t1);//调用拷贝构造函数

Test t4;

t4=t3;调用=运算符

class Test

{

public:

Test(const Test & another)

{

m\_x=another.m\_x;

m\_y=another.m\_y;

}

void operator=(const Test & another)

{

m\_x=another.m\_x;

m\_y=another.m\_y;

}

private:

int m\_x;

int m\_y;

}