

You now have two more late days

Today's plan

- Review Ex 10-2
- Recap questions
- Ex 10-3



Ex 10-2: Constructor that allocate memories

```
→ GradeList::GradeList(int capacity) : grades(nullptr), capacity(capacity),  
    count(0) {  
→ if (capacity) grades = new double[capacity];  
→ }
```

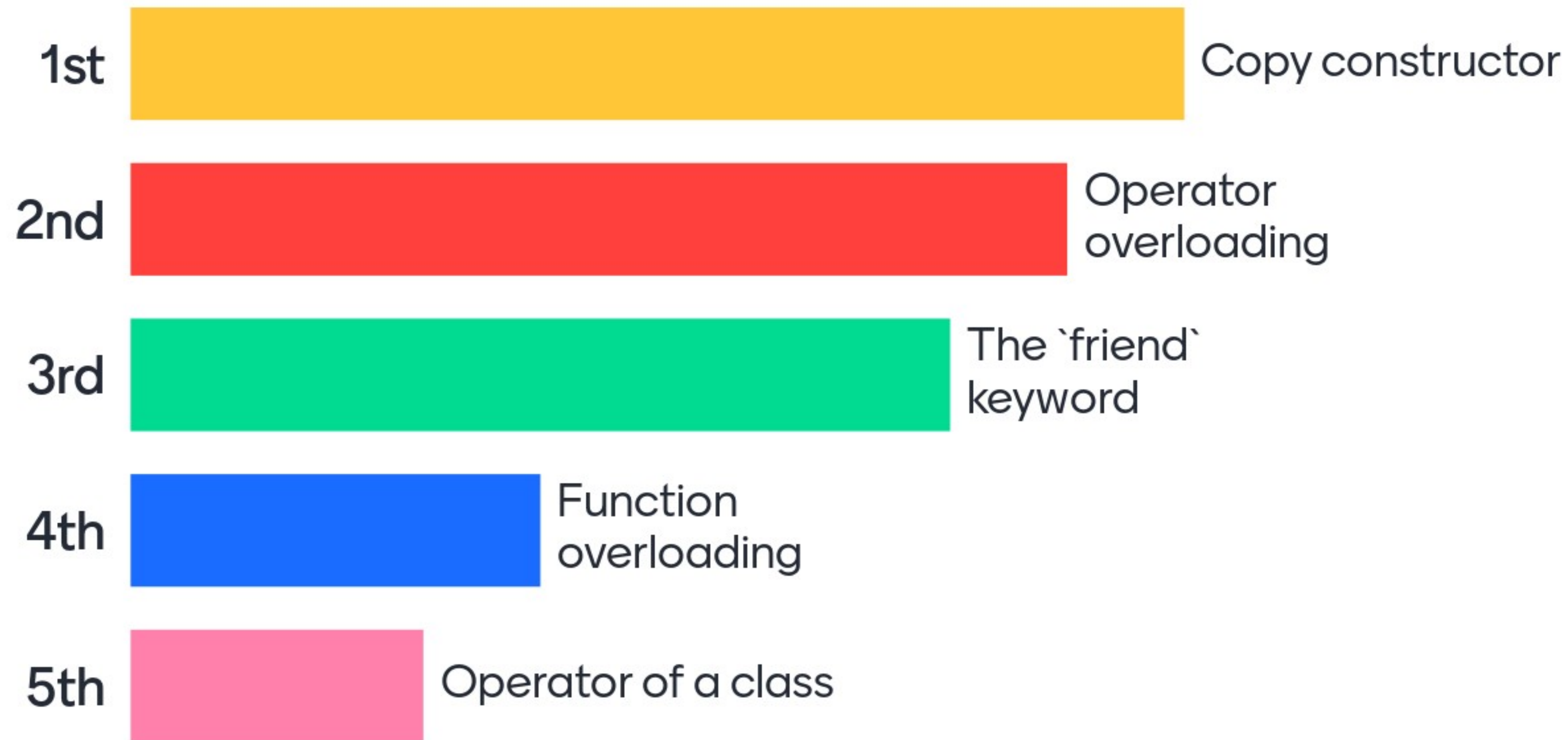
Ex 10-2: "realloc" in C++

- if (capacity) capacity *= 2; else capacity = 1;
- double* temp = new double[capacity];
- for (int i = 0; i < count; ++i) temp[i] = grades[i];
- if (grades) delete[] grades;
- grades = temp;

Ex 10-2: **clear()** and **destructor**

- `if (grades) delete[] grades;`
- `grades = nullptr;`
- `capacity = 0;`
- `count = 0;`
- `GradeList::~~GradeList() { clear(); }`

Rank the topics based on your familiarity (1st means less familiar)



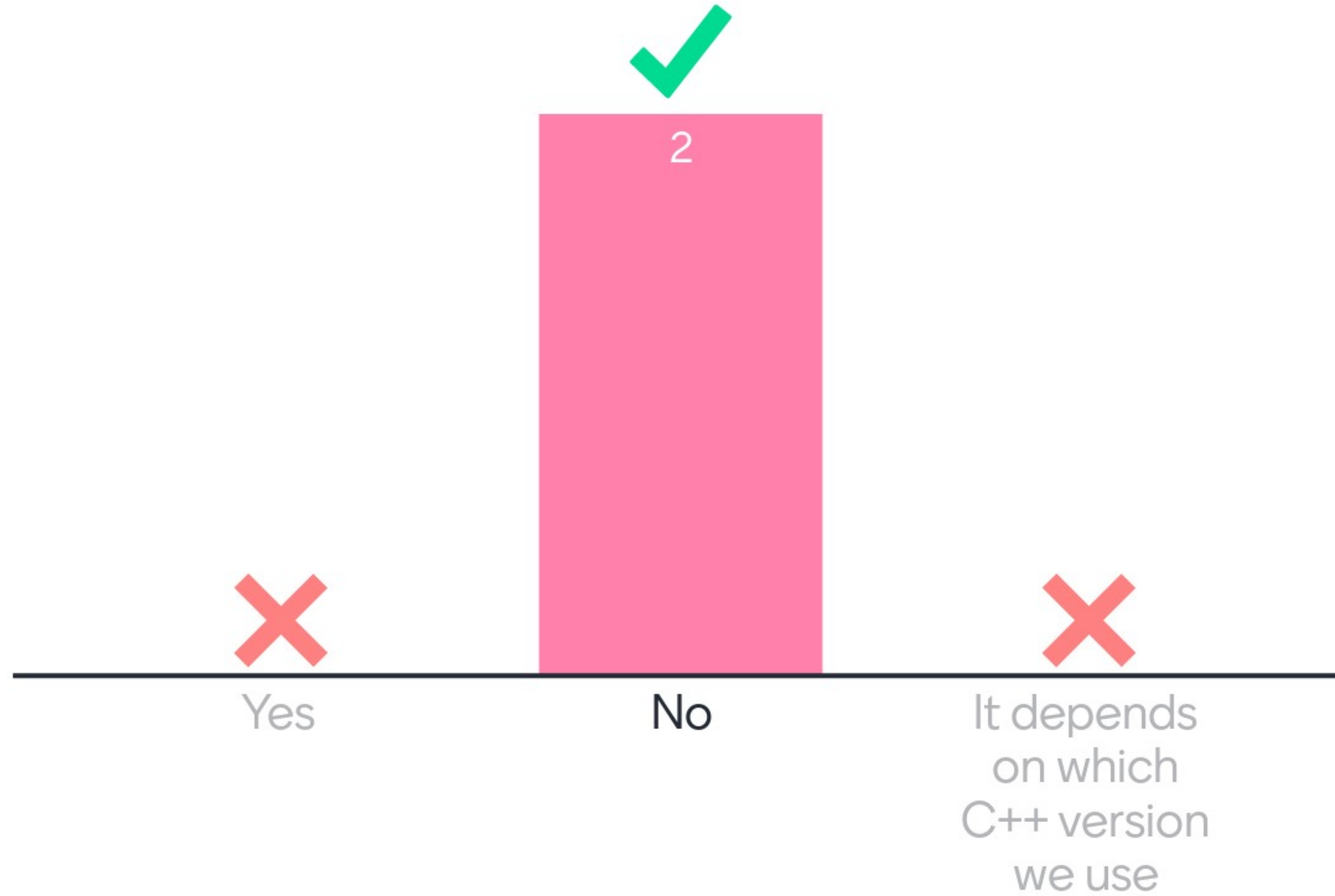
What is overloading in c++?

Allows you to change the definition
of existing functions or operators

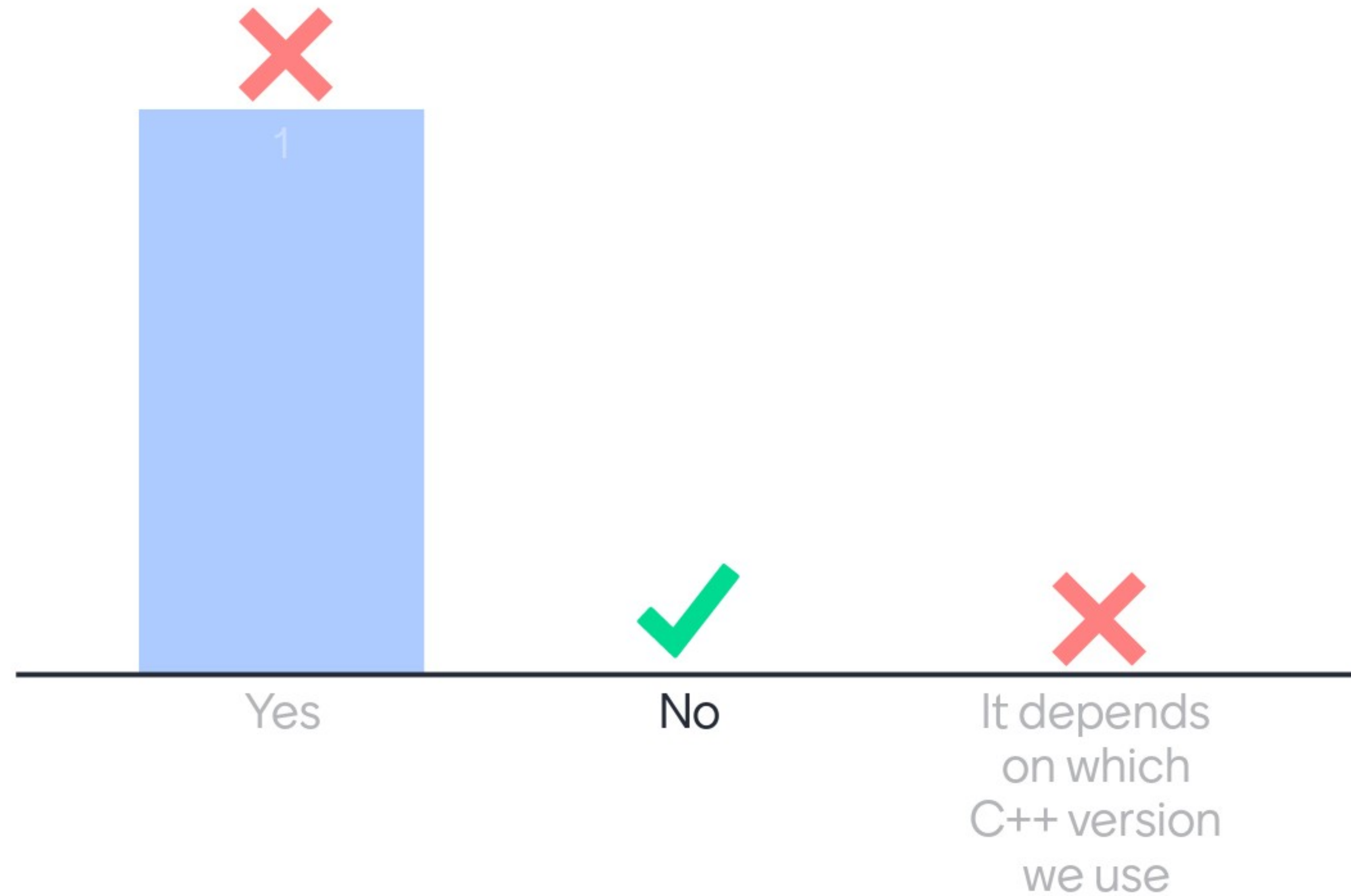


The correct answer is: Functions (in the same scope) with the same name but different arguments

Can you overload a function with the same name, same parameters, but different return type?



Is it true that we can overload all the operators of a class?



When is the copy constructor called?

a new object is created from an existing object



when new object is created as a copy

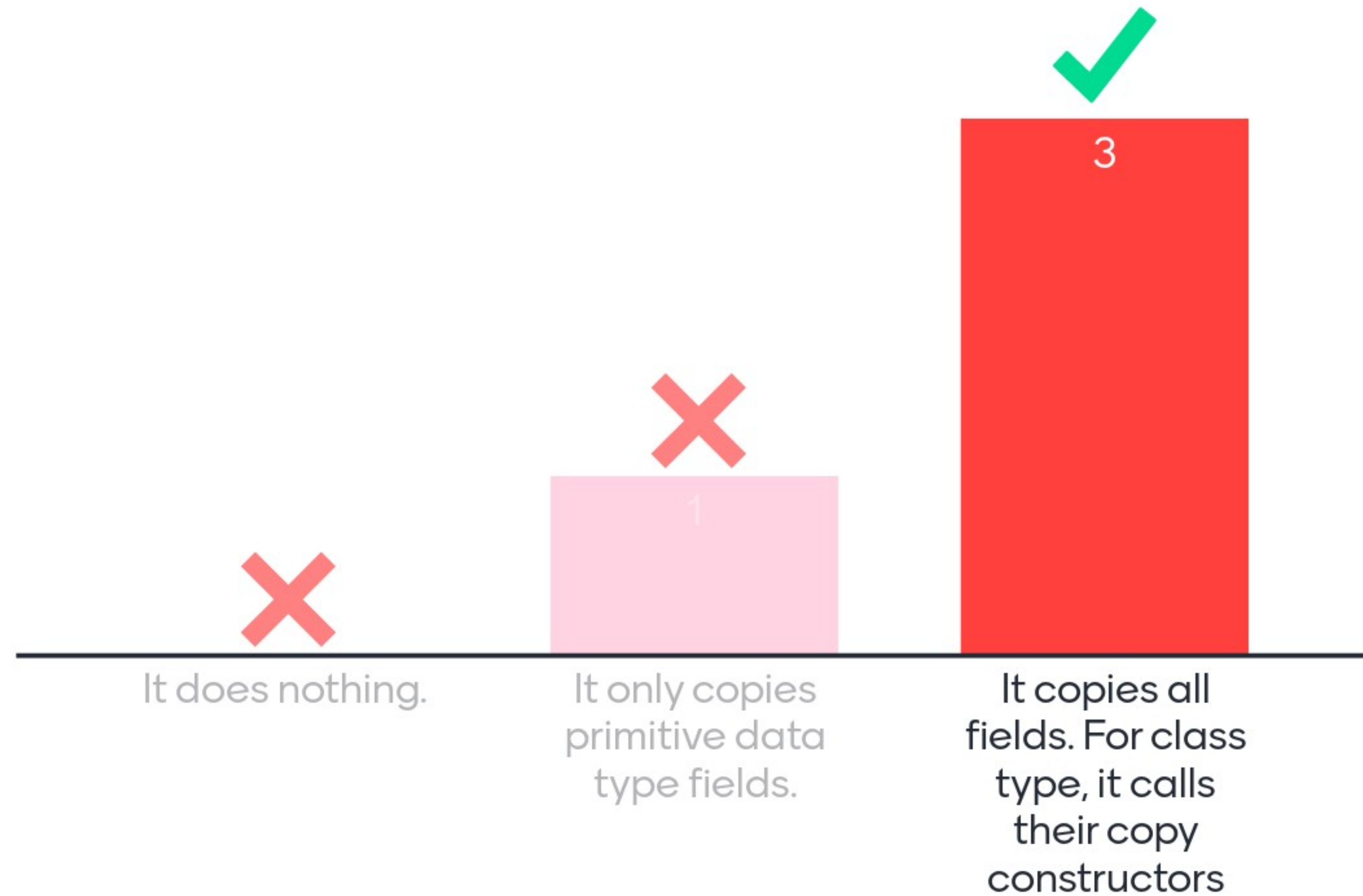


It is called when you want to initialize a new object using an existing object



The correct answer is: Pass by value, return by value, or an explicit constructor call.

Which of the following does the default copy constructor do?



Ask me anything

0 questions

0 upvotes