

Wednesday, March 31, 2021

Today:

- constructors & destructors
- review ex10-1
- ex10-2

⇒ slido.com
jhui01
↑
zero

⇒ HW5 - due tomorrow
(Thursday 4/1) by 11pm

HW6 - soon

typedef std::pair< string, string>
Name;

Recap Qs

1) class Name {
private:
 string last, first;

public:
 Name(const string & last,
 const string & first);

⋮

Name cname("Granger",
 "Hermione");

~~X~~ Name cname2;

```
Name::Name(const string & last,  
          const string & first)  
: last(last), first(first)  
{ }
```

2) NO

```
struct Name {  
    string last, first;  
};  
  
:  
  
Name n;
```

```
class Contact {  
private:  
    Name name;  
    PhList phlist;
```

```
public:
```

```
    Contact (const string & last,  
             const string & first);  
  
    :
```

```
    Contact::Contact(  
        const string & last,  
        const string & first)  
        : name(last, first)  
        , phlist()  
    {  
    }
```

3) this - ptr to object which
the "current" member function
is being called on

When useful:

- pass ptr to object
- return ptr or ref to object

e.g. assignment operator

```
return *this;
```

ref to object

4) destructor
called when object is destroyed

lifetime ends

⇒ clean up resources ⇐

dynamic memory
open files

5) FALSE

Breakout routes

1-5

"classic"

collab

6-20

DIY