예제 5-2.

=소스코드===================================================

#include <iostream>

using namespace std;

class Circle {

int radius;

public:

Circle() { radius = 1; }

Circle(int radius) { this->radius = radius; }

void setRadius(int radius) { this->radius = radius; }

double getArea() { return 3.14 \* radius \* radius; }

};

Circle getCircle() {

Circle tmp(30);

return tmp;

}

int main() {

Circle c;

cout << c.getArea() << endl;

c = getCircle();

cout << c.getArea() << endl;

}

=실행결과===================================================



예제 5-4.

=소스코드===================================================

#include <iostream>

using namespace std;

class Circle {

int radius;

public:

Circle() { radius = 1; }

Circle(int radius) { this->radius = radius; }

void setRadius(int radius) { this->radius = radius; }

double getArea() { return 3.14 \* radius \* radius; }

};

int main() {

Circle circle;

Circle& refc = circle;

refc.setRadius(10);

cout << refc.getArea() << " " << circle.getArea();

}

=실행결과===================================================



예제 5-6.

=소스코드===================================================

#include <iostream>

using namespace std;

class Circle {

private:

int radius;

public:

Circle();

Circle(int r);

~Circle();

double getArea() { return 3.14 \* radius \* radius; }

int getRadius() { return radius; }

void setRadius(int radius) { this->radius = radius; }

};

Circle::Circle() {

radius = 1;

cout << "생성자 실행 radius = " << radius << endl;

}

Circle::Circle(int radius) {

this->radius = radius;

cout << "생성자 실행 radius = " << radius << endl;

}

Circle::~Circle() {

cout << "소멸자 실행 radius = " << radius << endl;

}

void increase(Circle &c) {

int r = c.getRadius();

c.setRadius(r + 1);

}

int main() {

Circle waffle(30);

increase(waffle);

cout << waffle.getRadius() << endl;

}

=실행결과===================================================

텍스트, 폰트, 스크린샷, 블랙이(가) 표시된 사진

AI가 생성한 콘텐츠는 부정확할 수 있습니다.

예제 5-8.

=소스코드===================================================

#include <iostream>

using namespace std;

char& find(char s[], int index) {

return s[index];

}

int main() {

char name[] = "Mike";

cout << name << endl;

find(name, 0) = 'S';

cout << name << endl;

char& ref = find(name, 2);

ref = 't';

cout << name << endl;

}

=실행결과===================================================

텍스트, 폰트, 그래픽, 디자인이(가) 표시된 사진

AI가 생성한 콘텐츠는 부정확할 수 있습니다.

예제 5-9.

=소스코드===================================================

#include <iostream>

using namespace std;

class Circle {

private:

int radius;

public:

Circle(const Circle& c);

Circle() { radius = 1; }

Circle(int radius) { this->radius = radius; }

double getArea() { return 3.14 \* radius \* radius; }

};

Circle::Circle(const Circle& c) {

this->radius = c.radius;

cout << "복사 생성자 실행 radius = " << radius << endl;

}

int main() {

Circle src(30);

Circle dest(src);

cout << "원본의 면적 = " << src.getArea() << endl;

cout << "사본의 면적 = " << dest.getArea() << endl;

}

=실행결과===================================================

텍스트, 폰트, 스크린샷, 번호이(가) 표시된 사진

AI가 생성한 콘텐츠는 부정확할 수 있습니다.

예제 5-11.

=소스코드===================================================

#define \_CRT\_SECURE\_NO\_WARNINGS

#include <iostream>

#include <cstring>

using namespace std;

class Person {

char\* name;

int id;

public:

Person(int id, const char\* name);

Person(const Person& person);

~Person();

void changeName(const char\* name);

void show() { cout << id << ',' << name << endl; }

};

Person::Person(int id, const char\* name) {

this->id = id;

int len = strlen(name);

this->name = new char[len + 1];

strcpy(this->name, name);

}

Person::Person(const Person& person) {

this->id = person.id;

int len = strlen(person.name);

this->name = new char[len + 1];

strcpy(this->name, person.name);

cout << "복사 생성자 실행. 원본 객체의 이름" << this->name << endl;

}

Person::~Person() {

if(name)

delete[] name;

}

void Person::changeName(const char\* name) {

if (strlen(name) > strlen(this->name))

return;

strcpy(this->name, name);

}

int main() {

Person father(1, "Kitae");

Person daughter(father);

cout << "daughter 객체 생성 직후 ----" << endl;

father.show();

daughter.show();

daughter.changeName("Grace");

cout << "daughter 이름을 Gracefh 변경한 후 ----" << endl;

father.show();

daughter.show();

return 0;

}

=실행결과===================================================

텍스트, 폰트, 스크린샷, 블랙이(가) 표시된 사진

AI가 생성한 콘텐츠는 부정확할 수 있습니다.