1. It depends on how the class JKL is implemented. If the class JKL has a destructor and can clean up any dynamically allocated memory by itself, the class FGH should be fine to not implement a destructor. However, if the class JKL cannot clean up itself properly, it will be necessary to implement a destructor in class FGH.

2. Most likely, it is necessary to implement a copy constructor. Since we need a destructor in class FGH, it implies that class JKL is probably not well-behaved, and the default for copy constructor will likely lead to problems and we need to implement it ourselves. If it is fine to leave it out, then class JKL should be well-behaved, in which case we will not need a destructor in class FGH.

3. Similar to copy constructor, if we need a destructor, we probably also need to overload the assignment operator, because the defaults will likely not work properly.