

HW 3

Using the code in the smidkiff directory. Change all the constructors to use initializer lists to do the initialization, i.e., all constructor bodies should be empty. Write destructors for all of the classes that clean up any allocated data. Note that no destructors need to use a loop in this code.

What to turn in:

Name the directory your code is in your login. Zip this file and turn it in. We should be able to go to the *login* directory, execute `g++ *.cpp` and compile all of your code.