**Problema 7:**

**Barem:**

**Variantele 1,2:**

Nu si motivatie corecta + modificari corecte: 0.5

Nu si motivatie corecta, dar fara modificari: 0.3

Nu si motivatie aproape corecta: 0.1

**Variantele 3, 4,5:**

Da si afisarile corecte, cu explicatii complete si coerente: 0.5

Da si raspunsul corect, fara explicatii si de ce : 0.25

Da si rezultat aproape corect, cu explicatii: 0.1

**Alte penalizari la explicatii:**

Stergerea in main nu e modificare. Corect operator+(int) – penalizare 0.1.

In general, daca nu e modificare care se leaga de POO – penalizare 0.1

**Da sau nu fara explicatii nu se puncteaza.**

Varianta 1: NU COMPILEAZA linia 28 a(7) da eroare: constructorul din A cere referinta; rezolvare A(int)

#include <iostream>

using namespace std;

class A

{

int x;

public:

A(int &i):x(i) {}

int get\_x()

{

return x;

}

A operator+(int&);

};

ostream& operator<<(ostream& o, A a)

{

o<<a.get\_x();

return o;

}

A A::operator+(int &i)

{

A t(i);

return t;

}

int main()

{

int b=77, c=9;

A a(7);

cout<<a+b+c<<" "<<a+c;

return 0;

}

Varianta 2: NU COMPILEAZA datorita a+7+c; rezolvare +(int)

#include <iostream>

using namespace std;

class A

{

int x;

public:

A(int &i):x(i) {}

int get\_x()

{

return x;

}

A operator+(int&);

};

ostream& operator<<(ostream& o, A a)

{

o<<a.get\_x();

return o;

}

A A::operator+(int &i)

{

A t(i);

return t;

}

int main()

{

int b=77, c=9;

A a(b);

cout<<a+7+c<<" "<<a+c;

return 0;

}

Varianta 3: NU COMPILEAZA datorita a+7; rezolvare +(int)

#include <iostream>

using namespace std;

class A

{

int x;

public:

A(int &i):x(i) {}

int get\_x()

{

return x;

}

A operator+(int&);

};

ostream& operator<<(ostream& o, A a)

{

o<<a.get\_x();

return o;

}

A A::operator+(int &i)

{

A t(i);

return t;

}

int main()

{

int b=77, c=9;

A a(b);

cout<<a+b+c<<" "<<a+7;

return 0;

}

Varianta 4: COMPILEAZA si afiseaza si afiseaza 9 9

#include <iostream>

using namespace std;

class A

{

int x;

public:

A(int &i):x(i) {}

int get\_x()

{

return x;

}

A operator+(int&);

};

ostream& operator<<(ostream& o, A a)

{

o<<a.get\_x();

return o;

}

A A::operator+(int &i)

{

A t(i);

return t;

}

int main()

{

int b=77, c=9;

A a(b);

cout<<a+b+c<<" "<<a+c;

return 0;

}

Varianta 5: COMPILEAZA si afiseaza 77 77

#include <iostream>

using namespace std;

class A

{

int x;

public:

A(int &i):x(i) {}

int get\_x()

{

return x;

}

A operator+(int&);

};

ostream& operator<<(ostream& o, A a)

{

o<<a.get\_x();

return o;

}

A A::operator+(int &i)

{

A t(i);

return t;

}

int main()

{

int b=77, c=9;

A a(b);

cout<<a+b<<" "<<a+c+b;

return 0;

}