```cpp
#include <iostream>
using namespace std;

class Name {
public:
    Name() {}
    ~Name() {
        cout << "~Destructor called on " << this << endl;
    }
private:
    string name{ "CS" };
};

shared_ptr<Name> func() {
    unique_ptr<Name> obj{ make_unique<Name>() };

    // #1 Insert Code
    return shared_ptr<Name>{move(obj)};
}

int main() {

    // #2 Insert Code
    weak_ptr<Name> wPtr1{ func() };
    if (!wPtr1.expired())
    {
        cout << "obj is at: " << wPtr1.lock() << endl;
    }
    else {
        cout << "obj destroyed" << endl;
    }

    // -OR-
    // #2 Insert Code
    cout << endl << endl;

    shared_ptr<Name> sPtr2{ func() };
    weak_ptr<Name> wPtr2{ sPtr2 };
    if (!wPtr2.expired())
    {
        cout << "obj is at: " << wPtr2.lock() << endl;
    }
    else {
        cout << "obj destroyed" << endl;
    }


    // -OR-
    // #2 Insert Code
    cout << endl << endl;

    shared_ptr<Name> sPtr3{ func() };

    if (!sPtr3.use_count() == 0)
    {
        cout << "obj is at: " << sPtr3.get() << endl;
    }
    else {
        cout << "obj destroyed" << endl;
    }

    // -OR-
    // Multiple correct answers accepted
    cout << endl << endl;

```

```
    cout << "END OF PROGRAM" << endl;

    return 0;
}
/*
~Destructor called on 00D12508
obj destroyed


obj is at: 00D12AF0


obj is at: 00D12508


END OF PROGRAM
~Destructor called on 00D12508
~Destructor called on 00D12AF0
*/
```