	Output	Corrected Code
1.	76	Corrected code
2.	Error	#include <iostream> using namespace std; class Test { private:</iostream>
		static int count; public: Test& fun(); // fun() is non-static now }; int Test::count = 0; Test& Test::fun() { Test::count++; cout< <test::count<<" ";="" *this;="" return="" td="" }<=""></test::count<<">
		<pre>int main() { Test t; t.fun().fun().fun(); return 0; }</pre>
3.	7/9	
4.	error	
5.	X=40	
6.	error	<pre>#include <iostream> using namespace std; class A { int id; public: A(){} A (int i) { id = i; } void print () { cout << id << endl; } };</iostream></pre>

		int main()
		{
		A a[2];
		a[0].print();
		a[1].print();
		return 0;
		}
7.	constructor called 1	1
/.	constructor called 2	
	destructor called 2	
	destructor called 1	Wash day day to the con-
8.	error	#include <iostream></iostream>
		using namespace std;
		class A
		{
		int aid;
		public:
		A(int x)
		{ aid = x; }
		void print()
		{ cout << "A::aid = " < <aid; td="" }<=""></aid;>
		};
		11
		class B
		{
		int bid;
		public:
		static A a;
		B (int i) { bid = i; }
		};
		,,
		A B::a(10);
		int main()
		{
		B b(10);
		b.a.print();
		return 0;
		}
9.	error	J
10.	Constructor is executed	
	Destructor is executed	
11.	1	
	211	
12.	100 10	

	195 290	
13.	4	
	8	
14.	bba	
15.	c=a	
16.	case 3hello	
17.	Error	#include <iostream></iostream>
	2.70.	using namespace std;
		domig numespace star,
		class A
		{
		public :
		int x=20;
		};
		class B
		{
		public :
		int x=10;
		} ;
		int main()
		{ A = b:d.
		A obj1;
		B obj2;
		obj1.x = obj2.x; cout<< obj1.x;
		cout<< endl;
		return 0;
		}
18.	85	j
19.	3	
	3	
	3	
20.	22,4	
	22,6	
21.	error	
22.	1234	
23.	8 4	
24.	Enter the value of i: 12	
	value of i in local t: 12nEnter the value	
	of i: 34	
	value of i in global t: 34n	
25.	30	
26.	x = 20	
	ref = 30	

27.	Error	
28.	fun()	
	fun() const	
29.	870	
30.	С	
31.	error	
32.	Error	<pre>#include<iostream> using namespace std; class Point { public: Point() { cout << "Constructor called"; } }; int main() { Point t1; return 0; }</iostream></pre>
33.	Normal Constructor calledn Copy constructor calledn Copy constructor calledn Normal Constructor calledn	
34.	Constructor called	
35.	10 10	
36.	Error	
37.		
38.	Hello from Test() Main Started	
39.	GeeksQuiz GeeksQuiz	
40.	Error	<pre>#include<iostream> using namespace std; class Point { int x; public: Point(int x) { this->x = x; } Point(const Point & p) { x = p.x;} int getX() { return x; } }; int main() { Point p1(10); Point p2 = p1; cout << p2.getX();</iostream></pre>

		return 0;
		}
41.	Before fun() called. Constructor	
	Called. After fun() called.	
42.	Called	
	Called	
43.	Error	#include <iostream></iostream>
		using namespace std;
		class Test
		{
		public:
		Test(Test &t) { }
		Test() { }
		};
		Test fun()
		{
		cout << "fun() Calledn";
		Test t;
		return t;
		}
		int main()
		{
		Test t1;
		Test t2;
		t2= fun();
		return 0;
		}
44.	3	,
45.	constructor for id 3	
	destructor for id 3	
	destructor for id 2	
	destructor for id 1	