

Clone

CloneClass.h

```
#pragma once
class CloneClass
{
public:
    CloneClass(int i);
    CloneClass(const CloneClass& src);
    virtual ~CloneClass();

    CloneClass& operator=(const CloneClass& rhs);
    CloneClass* Clone() { return new CloneClass(*this); }

private:
    int m_nID;
};
```

CloneClass.cpp

```
#include "stdafx.h"
#include "CloneClass.h"

CloneClass::CloneClass(int i = 0)
    : m_nID(i)
{
}
```

```
CloneClass::CloneClass(const CloneClass& src)
{
    *this = src;
}

CloneClass::~~CloneClass()
{
}

CloneClass& CloneClass::operator=(const CloneClass& rhs)
{
    if (this != &rhs)
    {
        this->m_nID = rhs.m_nID;
    }
    return *this;
}
```