Shared Pointer

Implement a C++ shared pointer.

Define a class template named SharedPtr.

The class should expose the following API:

* Ctor from a raw-pointer of that type
* Assignment from a raw-pointer of that type
* Operator \*: Dereference (act like a raw ptr)
* Operator ->: Member access (act like a raw ptr)
* Provide a way to get the underlying raw ptr
* Allow the SharedPtr be tested for null in logical expressions – e.g. if(sp1) …;

The class should hold a pointer acquired using new(), and allow sharing it, assuring that once no one uses that ptr any more, the held object will be deleted.

Assuming that Der inherits Base, allow a SharedPtr<Base> to be initialized (or assigned from) a SharedPtr<Der> - like a raw ptr does.