

```

1.#include<iostream>
using namespace std;

class A
{
public:
    int x;
    A(int a) { x = a; }
    A() {}
    void setA(int y) { x = y; }
};

class B :public A
{
public:
    B(int a) { cout << "B" << endl; }
    B() {}
};

int main()
{
    A a1(2), a2;
    A a3 = a1;
    B b;
    b.setA(3);
    return 0;
}

```

2.

(1)

A constructor...

A constructor...

B constructor...

(1,2) (1,1) (3,4)

(2,5) (1,1) (8,11)

destructor B...

destructor A...

destructor A...

(2)

8

Hello using!

(3)

a=0 b=0

a=10 b=0

a=20 b=0

a=30 b=30

(4)

In A=(A&), x=1

In B=(B&), x=1 y=0

In B=(B&&), x=0 y=2

(5)

A constructor...9

A constructor...9

B constructor...9

C constructor...

D constructor...

12      12      11

destructor D...

destructor B...

destructor A...

destructor A...