

Chapter 12 Review Questions

1. a. The default constructor never initializes the pointer.
b. This is simply storing the address of the string in `str`, not the string itself.
c. No memory has been allocated to `str`. The constructor should include the code

```
str = new char[len+1]
```

Note that 1 needs to be added to `len` to account for the trailing zero.

2. First, you need to remember to delete any memory allocated by `new` in the class destructor. Second, initializing one object to another copies pointer values but not the actual data. You need to create a copy constructor that allocates space using `new` and then copies the actual data (not just the pointer) to that space. Third, assigning one object to another will cause a similar problem. Similarly, the solution is to define an assignment operator that allocates space using `new` and then copies the actual data (not just the pointer) to that space.
3. The compiler will automatically generate a constructor if you don't provide one explicitly. It takes no objects and does nothing. The compiler will also automatically generate a copy and assignment constructor which use memberwise assignment. It will also generate a default destructor which takes no objects and does nothing.
4. `Personality` must be declared as a `char` array. The constructor `nifty:nifty(char *s)` does not account for the trailing zero when allocating memory using `strlen`. It also does not copy the data to `personality`, it merely copies the address `*s` points to.
5. A1. The default constructor `Golfer()`
A2. The copy constructor `Golfer(const &g)`
A3. `Golfer(const char *name, int g = 0)`
A4. The default constructor `Golfer()`
A5. The copy constructor `Golfer(const &g)`
A6. `Golfer(const char *name, int g = 0)`
A7. Default assignment operator (which is not defined)
A8. Default assignment operator (which is not defined)

b. The class needs an assignment operator that allocates space using `new` and then copies the actual data (not just the pointer) to that space.