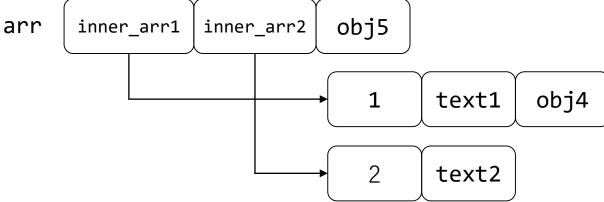
Subtask4的示意图

```
//subtask 4
```

```
std::vector<Object> inner_arr1 = {Object(1), Object("text1"), CustomClass("obj4")};
std::vector<Object> inner arr2 = {Object(2), Object("text2")};
std::vector<Object> arr = {Object(inner arr1), Object(inner arr2), CustomClass("obj5")};
std::cout << arr[0][0] << " " << arr[0][1] << std::endl; // 1 text1
std::cout << arr[1][0] << " " << arr[1][1] << std::endl; // 2 text2</pre>
arr[1] = arr[0];
std::cout << arr[1][0] << " " << arr[1][1] << std::endl; // 1 text1
arr[0][0] += 2;
std::cout << arr[0][0] << " " << arr[1][0] << std::endl; // 3 3
arr[0][1] = arr[1][0]; // arr[1][1] and arr[0][1] is the same Object
std::cout << arr[0][1] << " " << arr[1][1] << std::endl; // 3 3
arr[0][0] = arr[2];
```

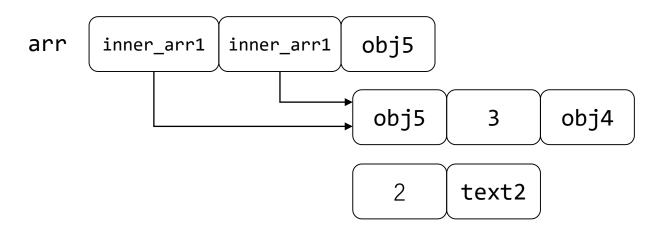


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arr[0][1] = arr[1][0]; // arr[1][1] and arr[0][1] is the same Object
std::cout << arr[0][1] << " " << arr[1][1] << std::endl; // 3 3
arr[0][0] = arr[2];
                                      inner_arr1
                                                   obj5
                   arr
                          inner arr1
                                                      1
                                                             text1
                                                                       obj4
                                                      2
                                                             text2
```

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                                       inner arr1
                                                    obj5
                   arr
                                                       3
                                                              text1
                                                                       obj4
                                                              text2
```

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                                       inner_arr1
                                                    obj5
                   arr
                          inner arr1
                                                                 3
                                                                        obj4
                                                              text2
```

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```



小明的设计思路

