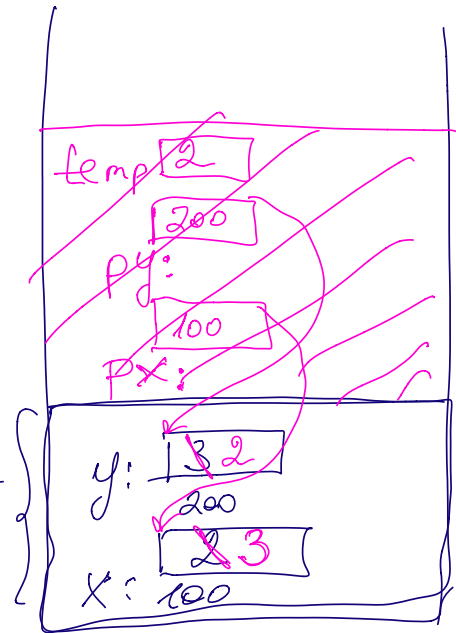


```

void swap(int *px, int *py)
{
    int temp = *px;
    *px = *py;
    *py = temp;
}

int main() {
    int x=2, y=3;
    swap(&x, &y);
}

```



```

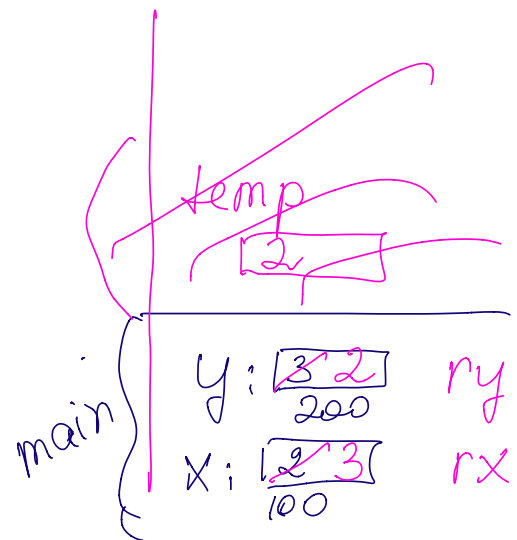
void swap(int& rx, int& ry)
{
    int temp = rx;
    rx = ry;
    ry = temp;
}

```

```

int main() {
    int x=2, y=3;
    swap(x, y);
    int &rx = x;
}

```



reference or address

X int ~~&~~ add (int a, int b) {  
    int ~~x~~ = a + b;  
    return ~~x~~;  
}

llc

X int ~~\*~~ add (int a, int b) {  
    int x = a + b;  
    return &x;  
}

✓ int add (int a, int b)  
{ int x = a + b;  
  return ~~x~~;

Ctor's

or

```
class CAccount {
```

```
    char owner[30];
```

```
    float balance;
```

```
    public:
```

```
        void OpenAcc (...);
```

```
        void Show();
```

```
        ~CAccount(); // def  
                        ctor
```

```
        CAccount(char*, float=0);
```

```
};
```

```
CAccount() {}
```

cpp

"הסוף"  
הכרטיס  
הכרטיס  
Compiler

```
CAccount::CAccount() {
```

```
    strcpy(owner, "Unknown");
```

```
    balance = 0;
```

```
}
```

```
CAccount :: CAccount (char * name,  
float bal) {
```

```
strcpy (owner, name);  
balance = bal;
```

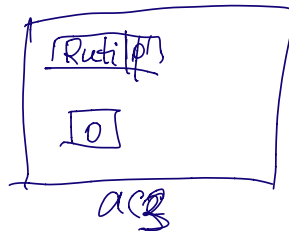
```
}
```

```
int main() {
```

```
CAccount ac1, ac2("David", 2000),  
ac3("Ruti");
```

```
ac3.Show();
```

stack



הגדרת ה'צ' אובייקט וזכרון  
: כ'א'

Object Creation  $\Rightarrow$  Memory Allocation  $\Rightarrow$  Ctor Activation 4

Destructors Dtor ק'צ' 13  
`~CAccount()` ח'א' 0  
class CAccount { ח'א' 13  
char owner[20];  
float balance;  
public: ח'א' 13  
~CAccount(); //dtor ח'א' 13  
CAccount(...); ctor ח'א' 13

};

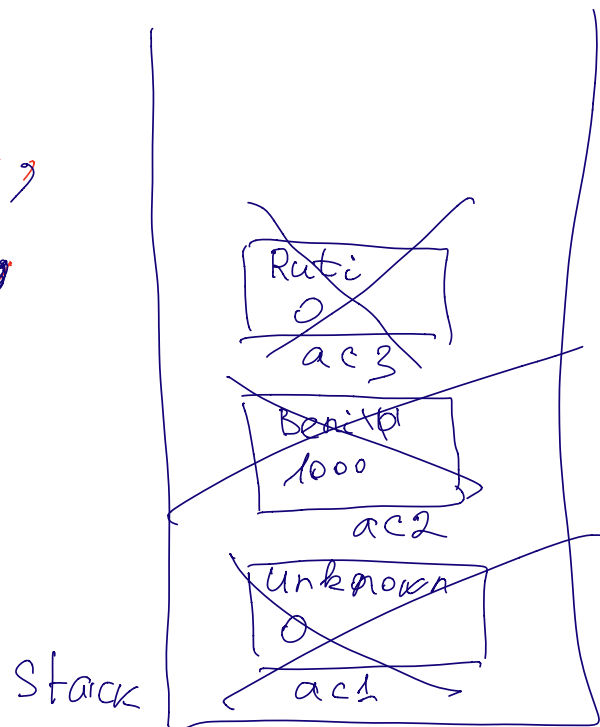
CAccount::~CAccount() {  
cout << "I'm dtor";  
show();  
}

```

int main() {
    CAccount ac1,
    ac2("Beni", 1000),
    ac3("Ruti");

    return 0;
}

```



Dtor Activation → Memory Release → object Deletion  
 Free

I'm dtor Ruti 0

ac3

I'm dtor Beni 1000

ac2

I'm dtor Unknown 0

ac1



sinon file

```
class Point {  
    int x, y;  
public:  
    Point (int=0, int=0);  
};
```

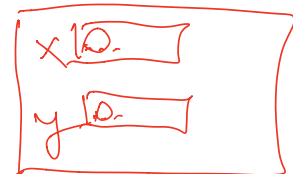
Point.cpp

```
Point::Point (int X, int Y) { x(), y() }
```

```
{  
    x = X;  
    y = Y;  
}
```

```
int main() {
```

```
    Point p1, p2(5), p3(4, 5);
```



p1

Point :: Point (int X, int Y) : x(X), y(Y)  
 { }

מקרים בהם ש"נ/ש"ר האיותחוס

1) const ש"ר/ש"נ ה מחלקה  
 reference

2) const ש"ר/ש"נ ה מחלקה הנולד  
 (הפ"ח) אין def ctor

3) const ש"ר/ש"נ ה מחלקה הנולד  
 (הפ"ח) אין def ctor