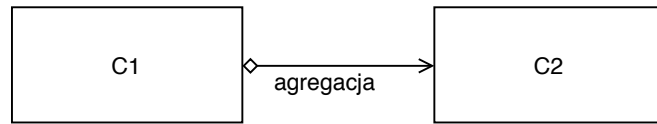


```
class C1{  
  C2 *mC;  
}
```



```
C2 c2;
```

lub

```
C2 * mpC2  
C1::C1(){  
  mpC2 = new C1  
}
```

