# 07. Destructors, Constructors and Copy-Assignment

Write C++ code for solving the tasks on the following pages.

Code should compile under the C++03 or the C++11 standard.

Submit your solutions here: <https://judge.softuni.bg/Contests/1250/07-Destructors-Constructors-and-Copy-Assignment> (select “Compete” when prompted)

Any code files that are part of the task are provided under the folder **Skeleton**.

Please follow the exact instructions on uploading the solutions for each task.

NOTE: the Judge system treats each .cpp file as a compilation unit, compiles each such file and links them together to create the final executable, which is checked against the tests.

# Task 2 – Register of Three

**NOTE**: this task is the same as **Task 1 – Register**, however the main() function in the skeleton is different and requires you to implement the Rule of Three for the Register class.

You are given code which reads information about Company objects from the console, parses it multiple times (the number of repetitions is entered on the first line on the console) and prints the information about one of the Company objects, specified by its **id**.

The provided code handles input, output, and the repeated executions – your task is to **implement** the Register (which is declared in the Register.h file, you need to create the Register.cpp file) class it uses for storing and looking up the Company objects.

You should submit a single .zip file for this task, containing ONLY the file(s) YOU created. The Judge system has a copy of the other files and will compile them, along with your file, in the same directory.

### Restrictions

There will always be a Company with the specified **id**.

Make sure there are no memory leaks.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 1  2  42 theanswer  69 thehub  42  end | 42 theanswer |
| 1000  2  42 theanswer  69 thehub  42  end | 42 theanswer |