# 10. Exercises on Rule of Three, Inheritance and Polymorphism

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/1290/10-Exercises-on-Rule-of-Three-Inheritance-and-Polymorphism> (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 1 – MaxSumArray

You are given code that reads arrays from the console and prints the array with the maximum sum of elements. The code uses an Array class that you have to implement – make sure you handle memory management correctly.

You should submit only the file(s) you created. The Judge system has the other files and will compile them, along with your file(s), in the same directory.

### Restrictions

There will be between 1 and 1000 (inclusive) arrays in the input. Each array will have no more than 1000 elements, and each of its elements will be a value between -100 and +100 (inclusive).

### Examples

|  |  |
| --- | --- |
| Example Input | Expected Output |
| 3  4 1 -2 3 4  1 505  2 13 42 | 505 |