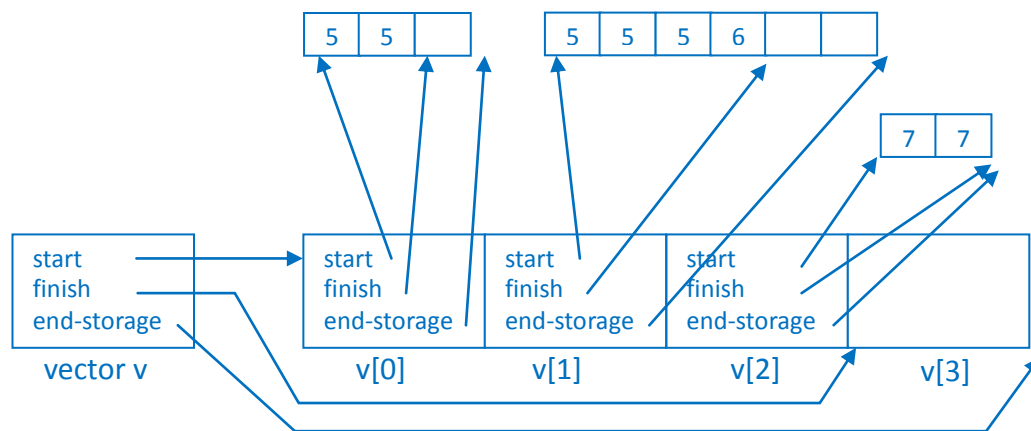


HW#8 Part B solutions

1



```
2  for (auto & w : v) {           // & is necessary to avoid copy
    for (auto & val : w)         // & is optional here
        cout << val << ' ';
    cout << endl;
}
or
for (vector<int>& w : v) {
    for (int& val : w)
        cout << val << ' ';
    cout << endl;
}
```

3 Pluto move-assigned to Snoopy
Garfield move-assigned to
 destroyed

Comment

g++47 implements the move assignment of `string` class as follows:

```
string& operator=(string&& rhs)
{
    swap(*this, rhs);
    return *this;
}
```

But this works only when `rhs` refers to a temporary.