- Exercise

In this exercise, we have a chance to play around and explore the new and delete operators according to our needs.

Try it out!

Adjust `new` and `delete` operators according to our needs in the code below:

Code 1

main.cpp
myNew.hpp
myNew2.hpp
myNew3.hpp

```cpp
//#include "myNew.hpp"
//#include "myNew2.hpp"
#include "myNew3.hpp"

#include <iostream>
#include <string>

class MyClass{
  float* p= new float[100];
};

class MyClass2{
  int five= 5;
  std::string s= "hello";
};


int main(){

    int* myInt= new int(1998);
    double* myDouble= new double(3.14);
    double* myDoubleArray= new double[2]{1.1,1.2};

    MyClass* myClass= new MyClass;
    MyClass2* myClass2= new MyClass2;
```

```
        delete myDouble;
        delete [] myDoubleArray;

        delete myClass;
        delete myClass2;

    getInfo();

}
```

Code 2

main.cpp

myNew4.hpp

myNew5.hpp

```cpp
//#include "myNew4.hpp"
#include "myNew5.hpp"

#define new new(__FILE__, __LINE__)

#include <iostream>
#include <new>
#include <string>

class MyClass{
  float* p= new float[100];
};

class MyClass2{
  int five= 5;
  std::string s= "hello";
};

int main(){

    int* myInt= new int(1998);
    double* myDouble= new double(3.14);
    double* myDoubleArray= new double[2]{1.1,1.2};

    MyClass* myClass= new MyClass;
    MyClass2* myClass2= new MyClass2;

    delete myDouble;
    delete [] myDoubleArray;
    delete myClass;
    delete myClass2;

    dummyFunction();

    getInfo();

}
```

See [this](#) for a detailed description.

Further information

- [new](#) and [delete](#) operators

In the next section, we will explore the world of functions.