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| **EX06-05.cpp:** *Where is your C++ Object?* |
| **Line#** | **Code** |
| 123456789101112131415161718192021222324252627282930313233343536 | #include <iostream>using namespace std;class X { const char\* Name; public: X(const char\* name):Name(name){//Constructor cout << "Object " << name << " is created..." << endl; } ~X(){//Destructor cout << "Object " << Name << " is destroyed..." << endl; }};X A("A");static X B("B");void fX(X p1, X& p2) { X C("C"); X\* pX = new X("D"); static X F2("F2"); cout << "Calling fX()..." << endl; delete pX;}int main(){ cout << "main() started..."<<endl; X E("E"); static X F("F"); X G = F; X& H = F; //Synonym fX(G, H); cout << "main() ended..." << endl;} |