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| **EX06-05.cpp:** *Where is your C++ Object?* | |
| **Line#** | **Code** |
| 1  2  3  4  5  6  7  8  9  10  11  12  13  14  15  16  17  18  19  20  21  22  23  24  25  26  27  28  29  30  31  32  33  34  35  36 | #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;  } |