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| **Ex07-08.cpp:** *Deep Copy Issues* |
| **Line#** | **Code** |
| 12345678910111213141516171819202122232425262728293031323334353637383940414243444546474849505152535455565758596061626364 | #include <iostream>using namespace std;struct REC { int a; short b; int\* pdata = NULL; REC(int p1, short p2) { a = p1; b = p2; pdata = new int[3]; cout << "Calling REC(int,short)" << endl; } REC() { a = 0; b = 0; cout << "Calling REC()" << endl; } REC(const REC& rec) { a = rec.a; b = rec.b; if (rec.pdata) {//There is a child pdata = new int[3]; pdata[0] = rec.pdata[0]; pdata[1] = rec.pdata[1]; pdata[2] = rec.pdata[2]; } } ~REC() { cout << "Calling ~REC()" << endl; if (pdata) { cout << "Returning the buffer" << endl; delete[] pdata; } }  REC& operator=(const REC& rhs) { cout << "Calling operator=" << endl; if (pdata) delete[] pdata; this->a = rhs.a; this->b = rhs.b; if (rhs.pdata) { pdata = new int[3]; for (int i = 0; i < 3; i++) pdata[i] = rhs.pdata[i]; } else pdata = NULL; return \*this; } };int main() { REC x(5, 10); REC y; REC z= x; //Object initialization cout << "x.a is " << x.a << "\tx.b is " << x.b << endl; cout << "y.a is " << y.a << "\ty.b is " << y.b << endl; cout << "z.a is " << z.a << "\tz.b is " << z.b << endl; x.operator=(z); //Assignment return 0;} |