CS 162
Intro to CS II
Classes
Odds and Ends...

• Assignment 2 design due Sunday, 11:59pm on CANVAS!!!
• Assignment 2 questions???

- Carlos Jensen
Let’s revisit our library...
The Big “Three”

- If dynamic memory allocation in class, then...
  - Destructor
  - Copy Constructor
  - Assignment operator overload
What is a Destructor?

• Deallocate any member variable dynamically allocated...

• What would this destructor look like then?

```cpp
string::~string() {
    delete [] s; //delete ignores NULL
}
```
What is a copy constructor?

- Used in pass by value
- Returning an object from a function
- Pass the class type to a constructor

```cpp
string:: string(const string &other) {
    len=other.len;
    if(len == 0) s=NULL;
    else {
        s=new char[len];
        for(int i=0; i<len; i++)
            s[i] = other.s[i];
    }
}
```