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

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

    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];
    }
}
```