LAB #4 – Practice Classes with Dynamic Memory

Each lab will begin with a brief demonstration by the TAs for the core concepts examined in this lab. As such, this document will not serve to tell you everything the TAs will in the demo. It is highly encouraged that you ask questions and take notes.

(10 pts) Add destructors, copy constructors and assignment operator overloads to the appropriate classes.

In Assignment 2, you need to handle dynamic memory in your classes. Write the big three and test them to make sure they are working.

For example, here are some prototypes for the destructor, copy constructor and assignment operator overload for the Restaurant to get you started.

```cpp
~Restaurant();
Restaurant(const Restaurant &);
Restaurant & operator=(const Restaurant &);
```

To get points for the lab, show your TA that all of the functions are working as expected. You should test that they are called at the appropriate times. This may be done with print statements in the functions to show it is being called as well as printing the objects before and after the call to show the changes (or not) that occurred. Remember to take this time to ask for help from your TA on parts which may be difficult or that you are confused on.