3rd Exercise sheet C++ Course

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The *deadline* is the 15/01/2001 before next lecture.

1. Extend your dynamic object from exercise 2 by adding an assignment operator.

2. Show the difference between copy and assignment by writing a program which calls four times the copy constructor and two times the assignment operator of your object. Document in the code where each operator is called.

3. Provide a static member which allows to assign default values.

4. Define another simple class related to your dynamic class. Demonstrate how a member of one class could be allowed to access the inner representation of the other class.

5. Describe a concept within your D3-project where inheritance could be applied.

6. Without implementing any member functions describe the structure of these concepts as C++ classes.

Merry Christmas and a Happy New Year!