

# CSI 202 — Computer Science II

## Handout #09

### 1. Classes

- (a) interface vs implementation
- (b) constructor - 0 parameter, multi-parameter
- (c) initializer lists - always use them
- (d) the big 4 - constructor, destructor, copy constructor, operator=
- (e) Destructor
- (f) Copy Constructor
  - i. `Person A=B;`, `Person C(B);`
  - ii. call by value object
  - iii. return by value object
  - iv. call by constant reference argument
  - v. default
- (g) Copy assignment (operator=)
  - i. `B = C`
  - ii. default
  - iii. constant reference return
  - iv. constant reference argument