

CSI 202 — Computer Science II

Handout #10

1. Classes

- (a) Copy Constructor
 - i. `Person A=B;`, `Person C(B);`
 - ii. used with call by value object
 - iii. used when return by value object
 - iv. it has a call by constant reference argument
 - v. default
- (b) Copy assignment (operator=)
 - i. `B = C`
 - ii. default
 - iii. it has a constant reference return
 - iv. it has a constant reference argument
- (c) the this pointer
- (d) IntCell - with all pieces
- (e) What happens in call by value?
- (f) Operator overloading (p57) `+`, `-`, `==`, `+=`, `!=`, `()`, `++`
- (g) friend for ostream and istream (p66)
- (h) Making the string class (p73)