

Re: Help with my program (code inside)

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.cpp/2003-11/1712.html

From: Karl Heinz Buchegger (*kbuchegg_at_gascad.at*)

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Silver wrote:

>
> *Hi everyone,*
>
> *I'm writing a program that has to do them following*
>
> *main() :*
> -----
> *3 objects are declared (two of type A and one of type B)*
> *The function frd_fun is called for two objects (B and one of A).*
>
> *C frd_fun(A a, B b)*
> -----
> *it returns an object of type C which contains a pointer that points to a*
> *string. This string contains the common elements of the strings in A and B.*
>
> *The description I give is short cause I don't you to write the code for me,*
> *just point me my mistakes.*
>
> *I also would like to have a destructor function for all my classes, where I*
> *will deallocate the memory (using delete)*

At the moment you use the words:

dynamic allocation
destructor
class

in one sentence, the next logical question is:

What about the copy constructor and the assignment operator?

Scrolling through your source code I see: not implemented.

So looking further: is it a problem.

Again scrolling a little bit: Yes, it is.

`frd_fun(A a, B b)`

takes its parameters by value, thus copies of the callers arguments are made. Since you didn't provide a copy constructor of your own, the

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compiler provided one which does ... the wrong thing.

[snip a long posting of unreadable code which lacks indenting and has lots of white lines in it]

If that doesn't answer your question, then I suggest you reread your original posting and just using what you have written try to answer: What was the question expressed in that posting?

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