

class □

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=



```
/*[ ] class Test[ ] int* ptr*/  
class Test a;  
a.ptr=new int(3);  
b=a; //[ ] b[ ] ptr[ ] a[ ] ptr[ ]  
delete a.ptr;  
cout<<*b.ptr; //[ ]
```



```
class Test{  
public:  
int* ptr;  
  
~Test(){  
delete this->ptr;  
}  
  
Test &operator=(const Test &b){  
if(this!=b){ //[ ]  
delete this->ptr;  
this->ptr=new int(*b.ptr);  
}  
return *this;  
}  
};
```