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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;  
    }  
};
```

Revision #2

Created 10 April 2025 10:52:47 by Mokemore

Updated 10 April 2025 11:10:11 by Mokemore