

# CISC181 Introduction to Computer Science

Dr. McCoy

Lecture 24

Clicker Questions

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Given the class definition

```
class CreateDestroy {  
public:  
    CreateDestroy() { cout << "constructor called, "; }  
    ~CreateDestroy() { cout << "destructor called, "; }  
};
```

What will the following program output?

```
int main() {  
    CreateDestroy c1;  
    CreateDestroy c2;  
    return 0;  
}
```

Given the class definition

```
class CreateDestroy {  
public:  
    CreateDestroy() { cout << "constructor called, "; }  
    ~CreateDestroy() { cout << "destructor called, "; }  
};
```

What will the following program output?

```
int main() {  
    CreateDestroy c1;  
    CreateDestroy c2;  
    return 0;  
}
```

- (a) **constructor called, destructor called, constructor called, destructor called.**
- (b) **constructor called, destructor called.**
- (c) **constructor called, constructor called.**
- (d) **constructor called, constructor called, destructor called, destructor called.**

