

```

className x(...);
className * y;
y = new className(...);
:
delete y;

```

(CH) if a constructor has no argument (no-arg)
 className obj;

```

Java className obj = new className();

```

className obj;
 ↳ only creates a reference to object

```

abstract class shape {
  private color c;
  public shape (color a) {
    c = a;
  }
}

```

```

class Triangle extends Shape {
  public tria
}

```

can remove, but will make copy

```

swap (Person &a, Person &b)

```

```

swap (Person *a, Person *b)

```

a → p_name = b → p_name

```

swap (*per[0], *per[1])

```

```

swap (per[0], per[1])

```

