

Behind the scenes command → inside trigger

COOSD → spring 2010 → Video lectures → debugging

Always initialize !!

C++

```

#ifndef STUDENT_H
#define STUDENT_H
#include "person.h"
class Student : public Person
{
public:
    Student(...);
    virtual ~Student();
    void print(); //override
private:
    string school;
    string major;
};

```

[IF object is needed]

C++

```

Person *p2 = new Person(...);

```

JAVA

has garbage collector

No malloc!

```

delete p2;

```

```

Person p1(...); // delete is unnecessary

```

C++

```

class Person
{
    Watch *w; //ownership
public:
    Person()
    {
        w = new Watch;
    }
    ~Person()
    {
        delete w;
    }
};

```

```

class Watch
{
public:
    Watch()
    {
        ...
    }
    ~Watch()
    {
        ...
    }
};

```