

```
// sample7_4_1.cpp : メイン プロジェクト ファイルです。
```

```
#include "stdafx.h"  
#include <iostream>
```

```
using namespace System;  
using namespace std;
```

```
class sample1 {  
public:  
    int a, b;  
};
```

```
class sample11 {  
public:  
    int a, b;  
    sample11(){  
        a = 1;  
        b = 2;  
    }  
};
```

```
class sample2 {  
public:  
    int a, b;  
  
    sample2(): a(1), b(2){ }  
    sample2( int x ): a(x) { }  
    sample2( int x, int y ){ a = x; b = y; }  
};
```

```
int main(array<System::String ^> ^args)  
{  
    sample1 obj1;  
    cout << "obj1.a = " << obj1.a << "    obj1.b = " << obj1.b << endl;  
  
    sample11 obj11; // = sample11();  
    cout << "obj11.a = " << obj11.a << "    obj11.b = " << obj11.b << endl;  
  
    sample2 obj2;  
    cout << "obj2.a = " << obj2.a << "    obj2.b = " << obj2.b << endl;  
  
    sample2 obj22( 3 );  
    cout << "obj22.a = " << obj22.a << "    obj22.b = " << obj22.b << endl;  
  
    sample2 obj23( 4, 5 );  
    cout << "obj23.a = " << obj23.a << "    obj23.b = " << obj23.b << endl;  
    cout << endl;  
  
    sample2 obj3 = obj23;  
    cout << "obj3.a = " << obj3.a << "    obj3.b = " << obj3.b << endl;  
    sample2 obj32 = sample2( 10, 20 );  
    cout << "obj32.a = " << obj32.a << "    obj32.b = " << obj32.b << endl;  
    cout << endl;  
  
    sample1 * p1 = new sample1;  
    cout << "p1->a = " << p1->a << "    p1->b = " << p1->b << endl;  
    sample2 * p2 = new sample2( 11, 22 );  
    cout << "p2->a = " << p2->a << "    p2->b = " << p2->b << endl;  
    *p2 = obj32;  
    cout << "p2->a = " << p2->a << "    p2->b = " << p2->b << endl;  
    p2 = &obj23;  
    cout << "p2->a = " << p2->a << "    p2->b = " << p2->b << endl;  
    cout << endl;  
  
    Console::WriteLine();  
    Console::WriteLine("Enterキーを押して終了。");  
    Console::ReadLine();  
    return 0;  
}
```