

1. Consider the following code fragment.

(a) Draw the pictorial representation of the memory, starting from the first line of code and ending with the last line of code (all in one picture so I can see the changes).

(b) This code has a problem. What is it? How is it called?

```
double x = 1.5, y = 3.4;
double* p = &x;
double* p2 = new double[12];

*p += y;
p = &y;
*p *= 2;

for (int i{ 0 }; i < 12; ++i)
{
    p2[i] = 1.6;
}

p2 = p;

delete p2;
```

2. Grab our implementation of the vector class (including the completed in-class work, see file **simpleVector-inClassWorkCompleted.cpp**). [Review the entire code.](#)

Then, define a copy method **void copy(const vector* other)** and add it /incorporate it into our **vector** class definition (i.e. the file you will submit should have everything out **vector** class has + new method **copy**), The **copy** method is given a pointer to the other **vector** object, and should copy all the information from that **vector** to this **vector**. Note that we cannot guarantee that this and the other vector are of the same sizes. Grab the testcode from our website and use it to test your work.