```
// 368 Worksheet: Special Functions
struct Coord{float x; float y;};
class Path {
public:
  Coord* coords = nullptr;
  int size = 0;
  Path(int size) : coords(new Coord[size]), size(size) {}
  ~Path() {
    if (coords)
      delete coords;
  }
  // defined elsewhere...
  Path(Path&& other);                  // A:
  Path(const Path& other);             // B:
  void operator=(Path&& other);        // C:
  void operator=(const Path& other);   // D:
};
int main() {
  Coord arr1[10];
  auto arr2 = new Coord[10];
  Path p1{10};
  auto p2 = new Path{10};
  delete p2;
}
```

1. Could we change `Path p1{10}` to `Path p1=10`?

   (a) **no** (b) **yes**: behavior will change (c) **yes**: it doesn't change anything

2. Indicate whether each of the following is on the stack (S) or heap (H):

   arr1 ( ) *arr2 ( ) p1 ( ) *p1.coords ( ) *p2 ( ) *p2.coords ( )

3. Indicate whether each is released (✔) or leaked (✗) before the end:

   arr1 ( ) *arr2 ( ) p1 ( ) *p1.coords ( ) *p2 ( ) *p2.coords ( )

4. Write the names of the special functions above in the comments.

5. What is the type of std::move(p1)?

6. What special function would `Path p3 = std::move(p1);` call?

7. What are three things the special function C should do?