

Answers to Steve's Constructor Mind-Trip:

```
class FlyingMonkey {  
  
    public:  
    // [ A ]  
    FlyingMonkey (int a, bool b);  
    // [ B ]  
    FlyingMonkey (bool a, string b);  
    // [ C ]  
    FlyingMonkey (int a, bool b, bool c, string d);  
    // [ D ]  
    FlyingMonkey ( );  
    // [ E ]  
    FlyingMonkey (bool a, string b, int c);  
    ....  
  
};
```

What do YOU think?

1. FlyingMonkey Bob(true, "Bob", 10);
2. FlyingMonkey Bob = FlyingMonkey(true, "Bob");
3. FlyingMonkey Bob;
 Bob = FlyingMonkey(10, false);
4. FlyingMonkey Bob = FlyingMonkey();
5. FlyingMonkey Steve(10, true, false, "Bob");
6. FlyingMonkey Bob("Bob", true);