Compatibility Note

You might have to use the older *ios::* instead of *ios_base::*.

Here's the output from one version of the compiled program:

Using constructors to create new objects
Constructor using NanoSmart called
Company: NanoSmart  Shares: 12
  Share Price: $20.00  Total Worth: $240.00
Constructor using Boffo Objects called
Company: Boffo Objects  Shares: 2
  Share Price: $2.00  Total Worth: $4.00
Assigning stock1 to stock2:
Listing stock1 and stock2:
  Company: NanoSmart  Shares: 12
    Share Price: $20.00  Total Worth: $240.00
Using a constructor to reset an object
Constructor using Nifty Foods called
Bye, Nifty Foods!
Revised stock1:
  Company: Nifty Foods  Shares: 10
    Share Price: $50.00  Total Worth: $500.00
Done
Bye, NanoSmart!
Bye, Nifty Foods!

Some compilers may produce a program with this initial output, which has one additional line:

Using constructors to create new objects
Constructor using NanoSmart called
Company: NanoSmart  Shares: 12