Share Price: $20.00  Total Worth: $240.00
Constructor using Boffo Objects called
Bye, Boffo Objects!                          
Company: Boffo Objects  Shares: 2
  Share Price: $2.00  Total Worth: $4.00
...

The next section will explain the "Bye, Boffo Objects!" line.

**Program Notes**

The statement

```cpp
Stock stock1("NanoSmart", 12, 20.0);
```

creates a `Stock` object called `stock1` and initializes its data members to the indicated values:

Constructor using NanoSmart called
Company: NanoSmart  Shares: 12

The statement

```cpp
Stock stock2 = Stock ("Boffo Objects", 2, 2.0);
```

uses the second variety of syntax to create and initialize an object called `stock2`. The C++ standard allows a compiler a couple of ways to execute this second syntax. One is to make it behave exactly like the first one:

Constructor using Boffo Objects called
Company: Boffo Objects  Shares: 2

The second way is to allow the call to the constructor to create a temporary object that is then copied to `stock2`. Then the temporary object is discarded. If the compiler uses this option, the destructor is called for the temporary object, producing this output instead:

Constructor using Boffo Objects called
Bye, Boffo Objects!