Bozo bozetta = bozo("Bozetta", "Biggens");    // primary form
Bozo fufu("Fufu", "O'Dweeb");                // short form
Bozo *pc = new Bozo("Popo", "Le Peu");       // dynamic object

If a constructor has just one argument, that constructor is invoked if you initialize an object
to a value that has the same type as the constructor argument. For example, suppose you
have this constructor prototype:

Bozo(int age);

Then, you can use any of the following forms to initialize an object:

Bozo dribble = bozo(44);    // primary form
Bozo roon(66);              // secondary form
Bozo tubby = 32;            // special form for one-argument constructors

Actually, the third example is a new point, not a review point, but it seemed like a nice time
to tell you about it. Chapter 11 mentions a way to turn off this feature.

Remember

A constructor that you can use with a single argument
allows you to use assignment syntax to initialize an object
to a value:

    Classname object = value;

The default constructor has no arguments, and it is used if you create an object without
explicitly initializing it. If you fail to provide any constructors, the compiler defines a default
constructor for you. Otherwise, you have to supply your own default constructor. It can
have no arguments or else have default values for all arguments:

Bozo();    // default constructor prototype
Bistro(const char * s = "Chez Zero");   // default for Bistro class

The program uses the default constructor for uninitialized objects:

Bozo bubi;     // use default