

# Příklad 4

```
struct Osoba {  
    std::string jmeno, prijmeni;  
    int vek;  
};
```

```
>>> int main() {  
    Osoba o1;  
    Osoba o2;  
}
```

main() = ?

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int main() {  
>>>     Osoba o1;  
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}
```

o1.jmeno = ""

main() = ?

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o1.prijmeni = ""

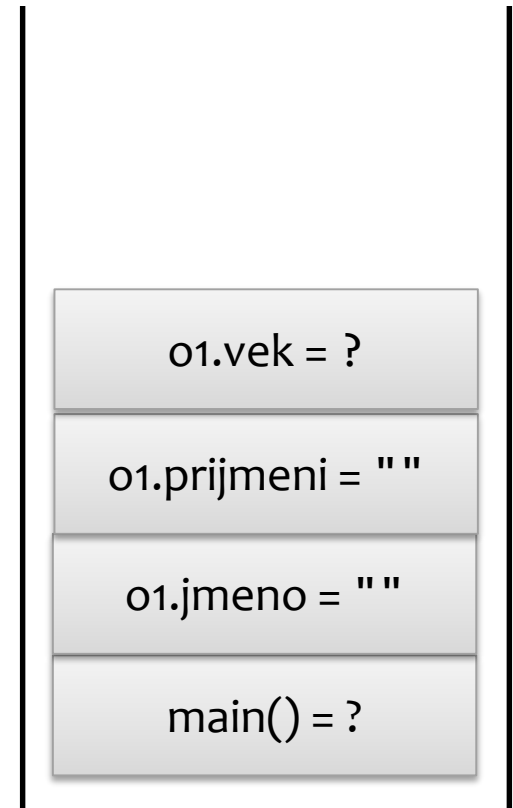
o1.jmeno = ""

main() = ?

# Příklad 4

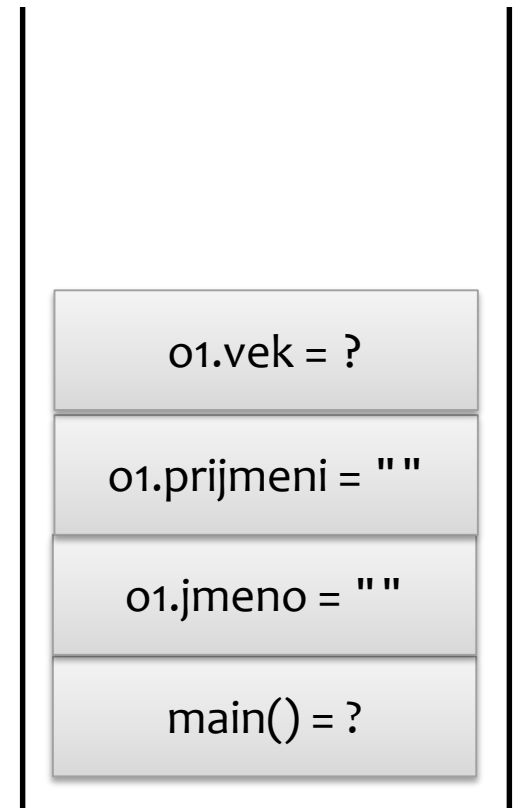
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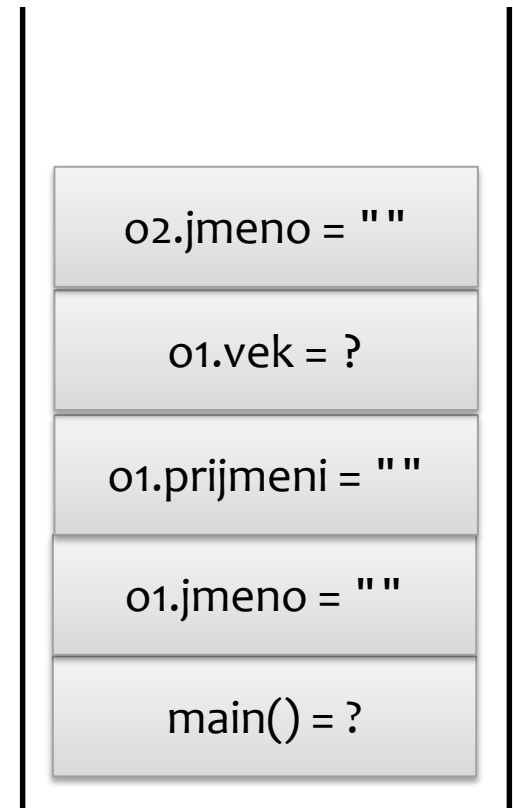
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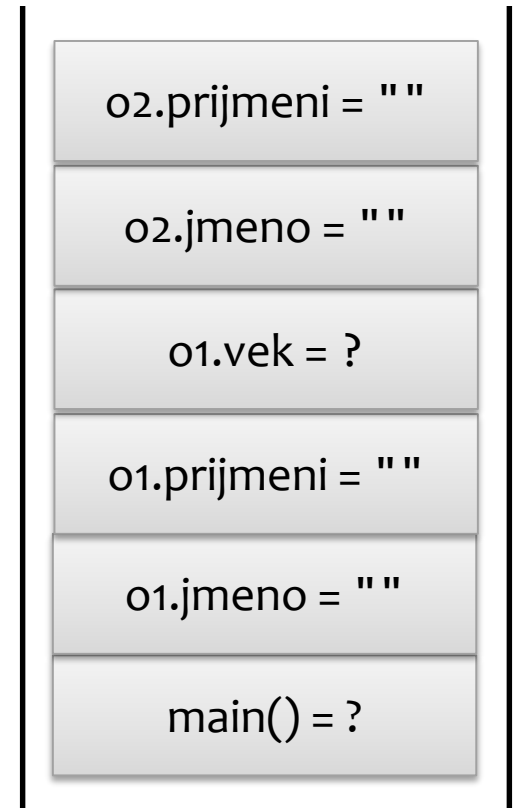
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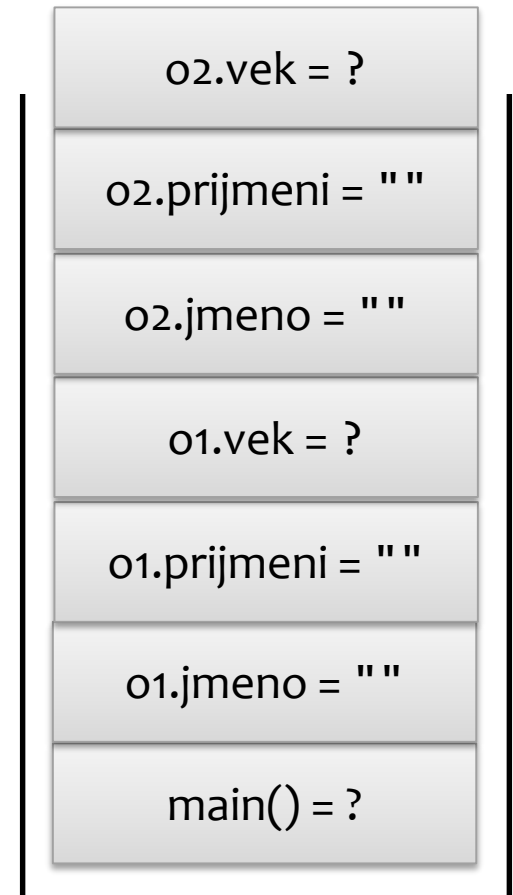
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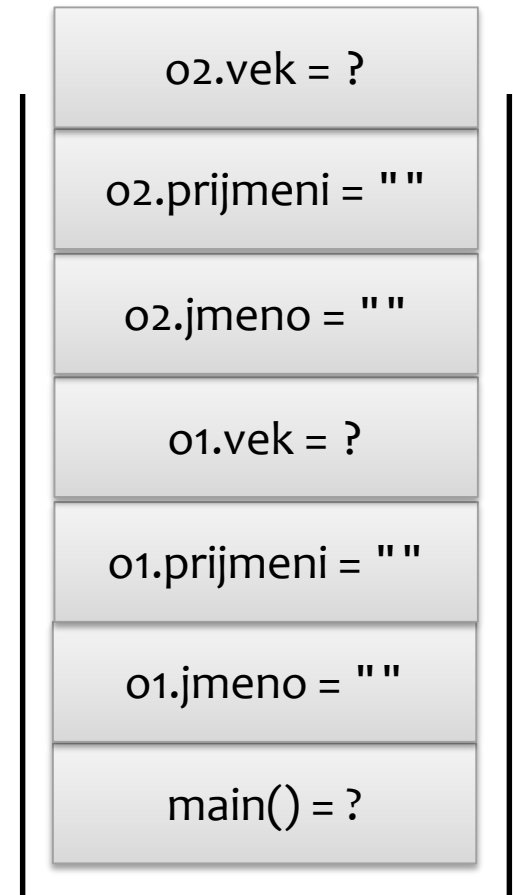
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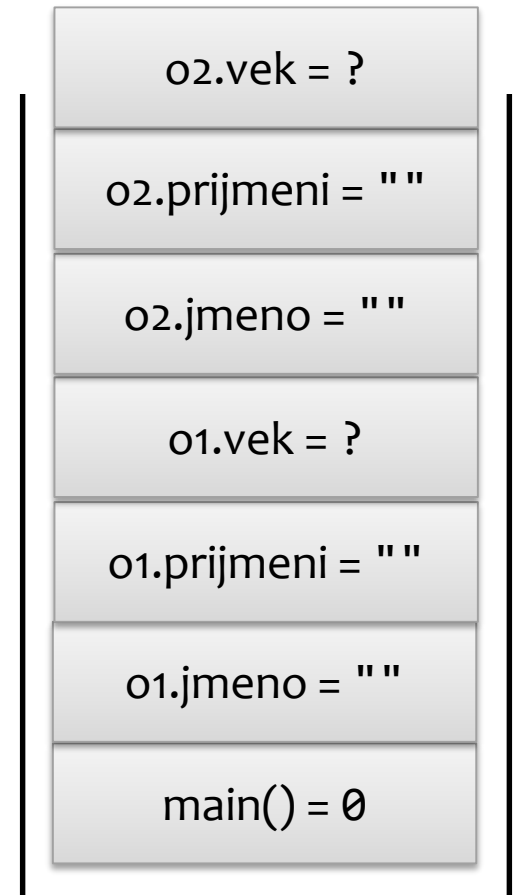
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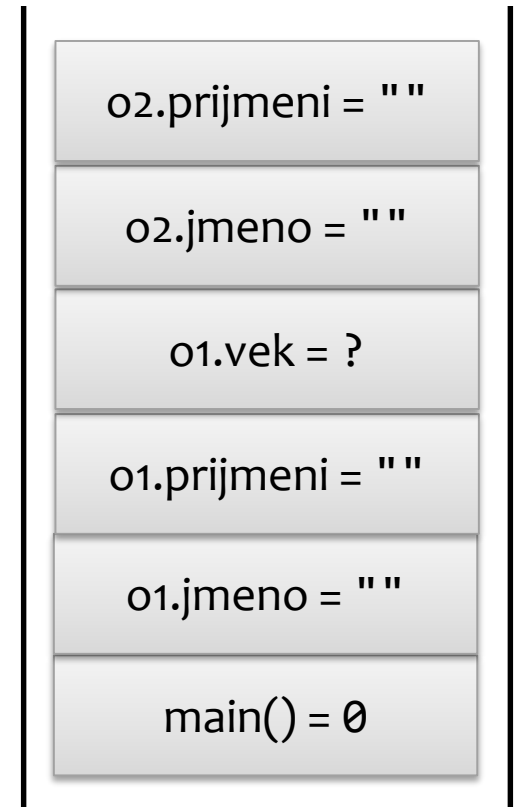
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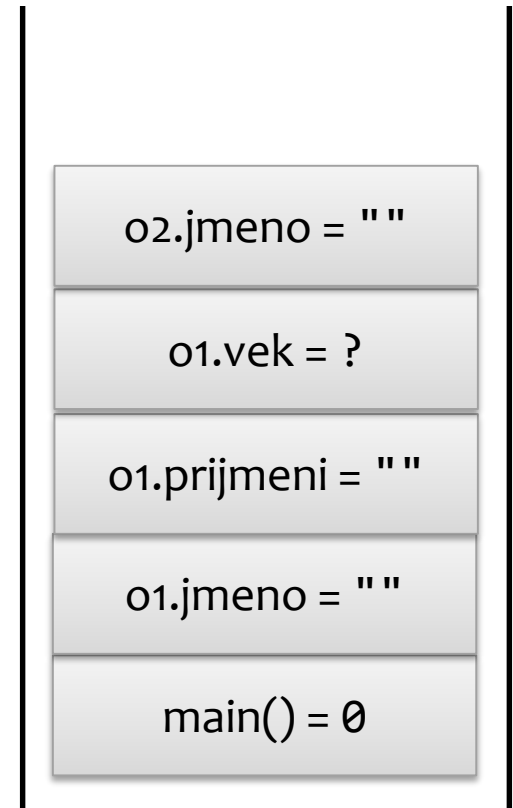
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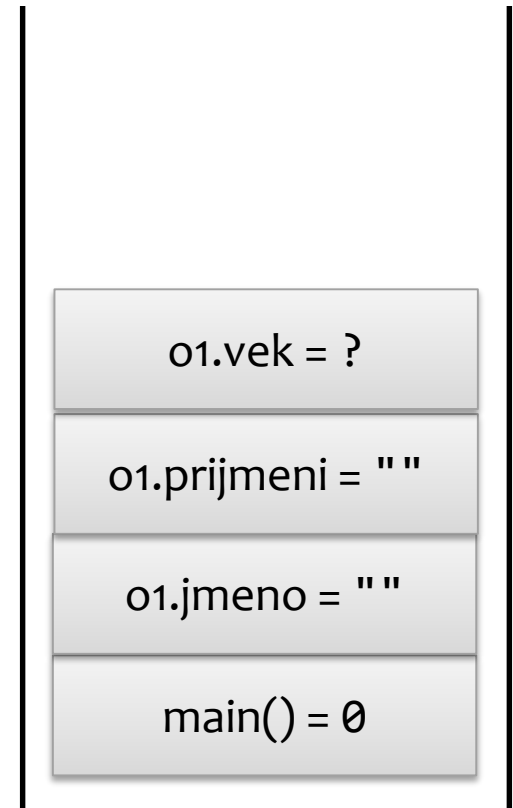
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>>> }
```

o1.prijmeni = ""

o1.jmeno = ""

main() = 0

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    int vek;  
};  
  
int main() {  
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    Osoba o2;  
}>>> }
```

o1.jmeno = ""

main() = 0



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};  
  
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}
```

main() = 0