CSE 333
Lecture 11 - constructor insanity

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HW2 out now, due a week from Tuesday

Midterm the following Friday

- Everything up to C++ basics (e.g., exercises)
- Old exams on the web now; topic list will be updated if needed by early next week

New exercise posted today, due Monday before class
Today’s goals

More details on constructors, destructors, operators

Walk through complex_example/

- pretty hairy and complex
- a lesson on why using a **subset of C++** is often better

new / delete / delete[ ]

- *str*/ example
Constructors

A constructor initializes a newly instantiated object

- a class can have multiple constructors
  - they differ in the arguments that they accept
  - which one is invoked depends on how the object is instantiated

You can write constructors for your object

- but if you don’t write any, C++ might automatically synthesize a default constructor for you
  - the default constructor is one that takes no arguments and that calls default constructors on all non-POD member variables
  - C++ does this iff your class has no const or reference data members, and no other user-defined constructors
Example of synthesis

see SimplePoint.cc, SimplePoint.h
Constructors, continued

You might choose to define multiple constructors:

```cpp
Point::Point() {
    x_ = 0;
    y_ = 0;
}

Point::Point(const int x, const int y) {
    x_ = x;
    y_ = y;
}

void foo() {
    Point x; // invokes the default (argument-less) constructor
    Point y(1,2); // invokes the two-int-arguments constructor
}
```
Constructors, continued

You might choose to define only one:

```cpp
template Point::Point(const int x, const int y) {
    x_ = x;
    y_ = y;
}

void foo() {
    // Compiler error; if you define any constructors, C++ will
    // not automatically synthesize a default constructor for you.
    Point x;

    // Works.
    Point y(1, 2); // invokes the two-int-arguments constructor
}
```
Initialization lists

As shorthand, C++ lets you declare an initialization list as part of your constructor declaration

- initializes fields according to parameters in the list

- the following two are (nearly) equivalent:

```cpp
Point::Point(const int x, const int y) : x_(x), y_(y) {
    std::cout << "Point constructed: (" << x_ << ",";
    std::cout << y_ << ")" << std::endl;
}

Point::Point(const int x, const int y) {
    x_ = x;
    y_ = y;
    std::cout << "Point constructed: (" << x_ << ",";
    std::cout << y_ << ")" << std::endl;
}
```
Initialization vs. construction

When a new object is created using some constructor:

- first, the initialization list is applied to members
  
  ‣ in the order that those members appear within the class definition, not the order in the initialization list (!)

- next, the constructor is invoked, and any statements within it are executed

Prefer initializations to assignment

- Objects are already initialized by some constructor before they can be assigned - initializer avoids two separate steps
Initialization vs. construction

```cpp
#ifndef _POINT_H_
#define _POINT_H_

class Point {
    public:
        Point(const int x, const int y, const int z) :
            x_(x), y_(y) {
            z_ = z;
        }

    private:
        int x_, y_, z_;  
};  // class Point

#endif  // _POINT_H_
```
Initialization vs. construction

```cpp
#ifndef _POINT_H_
#define _POINT_H_

class Point {
public:
  Point(const int x, const int y, const int z) : x_(x), y_(y) {
    z_ = z;
  }

private:
  int x_, y_, z_;  
};  // class Point

#endif  // _POINT_H_
```

first, initialization list is applied
Initialization vs. construction

```cpp
#ifndef _POINT_H_
#define _POINT_H_

class Point {
public:
    Point(const int x, const int y, const int z) :
        x_(x), y_(y) {
        z_ = z;
    }

private:
    int x_, y_, z_;
}; // class Point

#endif // _POINT_H_
```
Copy constructors

C++ has the notion of a **copy constructor**
- used to **create a new object** as a copy of an existing object

```cpp
Point::Point(const int x, const int y) : x_(x), y_(y) { }

Point::Point(const Point &copyme) { // copy constructor
    x_ = copyme.x_;  
    y_ = copyme.y_; 
}

void foo() {
    // invokes the two-int-arguments constructor
    Point x(1,2);

    // invokes the copy constructor to construct y as a copy of x
    Point y(x); // could also write as “Point y = x;”
}
```
When do copies happen?

The copy constructor is invoked if:

- you pass an object as a parameter to a call-by-value function

```cpp
void foo(Point x) { ... }
Point y;     // default cons.
foo(y);      // copy cons.
```

- you return an object from a function

```cpp
Point foo() {
    Point y;     // default cons.
    return y;    // copy cons.
}
```

- you initialize an object from another object of the same type

```cpp
Point x;     // default cons.
Point y(x);  // copy cons.
Point z = y; // copy cons.
```
But...the compiler is smart...

It sometimes uses a “return by value optimization” to eliminate unnecessary copies.

- Sometimes you might not see a constructor get invoked when you expect it.

```cpp
Point foo() {
    Point y; // default constructor.
    return y; // copy constructor? optimized?
}

Point x(1,2); // two-ints-argument constructor.
Point y = x; // copy constructor.
Point z = foo(); // copy constructor? optimized?
```
Synthesized copy constructor

If you don’t define your own copy constructor, C++ will synthesize one for you

- it will do a shallow copy of all of the fields (i.e., member variables) of your class
- sometimes the right thing, sometimes the wrong thing

see SimplePoint.cc, SimplePoint.h
The "=" operator is the assignment operator

- assigns values to an existing, already constructed object
- you can overload the "=" operator

```cpp
Point w;  // default constructor.
Point x(1,2);  // two-ints-argument constructor.
Point y = w;  // copy constructor.
y = x;  // assignment operator.
```
Overloading the “==” operator

You can choose to overload the “==” operator
- but there are some rules you should follow

```cpp
Point &Point::operator==(const Point& rhs) {
    if (this != &rhs) { // always check against this
        x_ = rhs.x_;   
        y_ = rhs.y_;   
    }
    return *this;    // always return *this from ==
}
```

Point a;          // default constructor
a = b = c;        // works because “=” returns *this
a = (b = c);      // equiv to above, as “=” is right-assciative
(a = b) = c;      // works because “=” returns a non-const
Synthesized assignment oper.

If you don’t overload the assignment operator, C++ will synthesize one for you

- it will do a shallow copy of all of the fields (i.e., member variables) of your class
- sometimes the right thing, sometimes the wrong thing

see SimplePoint.cc, SimplePoint.h
Destructors

C++ has the notion of a destructor

- invoked automatically when a class instance is deleted / goes out of scope, etc., even via exceptions or other causes
- place to put cleanup code - free any dynamic storage or other resources owned by the object
- standard C++ idiom for managing dynamic resources
  - Slogan: “Resource Acquisition Is Initialization” (RAII)

Point::~Point() {  // destructor
    // do any cleanup needed when a Point object goes away
    // (nothing to do here since we have no dynamic resources)
}
see complex_example/*
Dealing with the insanity

C++ style guide tip

- if possible, disable the copy const. and assignment operator

  ‣ not possible if you want to store objects of your class in an STL container, unfortunately

```cpp
class Point {
public:
  Point(int x, int y) : x_(x), y_(y) { }

private:
  // disable copy cons. and "=" by declaring but not defining
  Point(Point &copyme);
  Point &operator=(Point &rhs);
};

Point w;       // compiler error
Point x(1,2);  // OK
Point y = x;   // compiler error
x = w;         // compiler error
```
Dealing with the insanity

C++ style guide tip

- if you disable them, then you should instead have an explicit “CopyFrom” function

```cpp
class Point {
    public:
        Point::Point(int x, int y) : x_(x), y_(y) { }
        void CopyFrom(const Point &copy_from_me);
    
    private:
        // disable copy cons. and "=" by declaring but not defining
        Point(const Point &copyme);
        Point &operator=(const Point &rhs);
};
```

```cpp
Point x(1,2);       // OK
Point y(3,4);       // OK
x.CopyFrom(y);      // OK
```
new

To allocate on the heap using C++, you use the “new” keyword instead of the “malloc( )” stdlib.h function
- you can use new to allocate an object
- you can use new to allocate a primitive type

To deallocate a heap-allocated object or primitive, use the “delete” keyword instead of the “free( )” stdlib.h function
- if you’re using a legacy C code library or module in C++
  › if C code returns you a malloc( )’d pointer, use free( ) to deallocate it
  › **never** free( ) something allocated with new
  › **never** delete something allocated with malloc( )
new / delete

see heappoint.cc
C++11 nullptr

C and C++ have long used NULL as a pointer value that references nothing

C++11 introduces a new literal for this: nullptr

- New reserved word
- Interchangeable with NULL for all practical purposes
  - But it has type T* for any/every T, and is not an integer value
    - Avoids funny edge cases (see C++ references for details)
    - Still can convert to/from integer 0 for tests, assignment, etc.
- Advice: prefer nullptr in C++11 code, but NULL will also be around for a long, long time.
Dynamically allocated arrays

To dynamically allocate an array
- use "type *name = new type[size];"

To dynamically deallocate an array
- use "delete[] name;"
- it is an error to use "delete name;" on an array
  ‣ the compiler probably won’t catch this, though!!!
  ‣ it can’t tell if it was allocated with "new type[size];" Or "new type;"

see arrays.cc
## malloc vs. new

<table>
<thead>
<tr>
<th></th>
<th>malloc( )</th>
<th>new</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>what is it</strong></td>
<td>a function</td>
<td>an operator and keyword</td>
</tr>
<tr>
<td><strong>how often used in C</strong></td>
<td>often</td>
<td>never</td>
</tr>
<tr>
<td><strong>how often used in C++</strong></td>
<td>rarely</td>
<td>often</td>
</tr>
<tr>
<td><strong>allocates memory for</strong></td>
<td>anything</td>
<td>arrays, structs, objects, primitives</td>
</tr>
</tbody>
</table>
| **returns**            | a (void *) 
(need a cast) | appropriate pointer type 
*dons’t need a cast* |
| **when out of memory** | returns NULL               | throws an exception          |
| **deallocating**       | free                       | delete or delete[ ]          |
see str/*
Overloading the “=” operator

Remeber the rules we should follow?

- here’s why; hugely subtle bug

```cpp
Foo::Foo(int val) { Init(val); }
Foo::~Foo() { delete my_ptr_; }

void Foo::Init(int val) { my_ptr_ = new int; *my_ptr_ = val; }

Foo &Foo::operator=(const Foo& rhs) {
    // bug...we forgot our "if (self == &rhs) { ... }" guard
    delete my_ptr_; 
    Init(*(rhs.my_ptr_)); // might crash here (see below)
    return *this; // always return *this from =
}

void bar() {
    Foo a(10); // default constructor
    Foo b(20); // default constructor
    a = a;     // crash above; dereference delete’d pointer!!
}
```
Overloading the “=” operator

Remember the rules we should follow?

This is yet another reason for disabling the assignment operator, when possible
Exercise 1

Modify your 3D Point class from lec10 exercise 1

- disable the copy constructor and assignment operator
- attempt to use copy & assign in code, and see what error the compiler generates
- write a CopyFrom( ) member function, and try using it instead
Exercise 2

Write a C++ class that:

- is given the name of a file as a constructor argument

- has a “GetNextWord()” method that returns the next whitespace or newline-separate word from the file as a copy of a “string” object, or an empty string once you hit EOF.

- has a destructor that cleans up anything that needs cleaning up
Exercise 3

Write a C++ function that:

- uses new to dynamically allocate an array of strings
  ‣ and uses delete[] to free it
- uses new to dynamically allocate an array of pointers to strings
  ‣ and then iterates through the array to use new to allocate a string for each array entry and to assign to each array element a pointer to the associated allocated string
  ‣ and then uses delete to delete each allocated string
  ‣ and then uses delete[] to delete the string pointer array
  ‣ (whew!)
See you on Monday!