

C++ Class Details, Heap

CSE 333 Autumn 2021

Instructor: Chris Thachuk

Teaching Assistants:

Arpad (John) Depaszthory

Ian Hsiao

Logan Gnanapragasam

Mengqi (Frank) Chen

Angela Xu

Khang Vinh Phan

Maruchi Kim

Cosmo Wang

Administrivia

- ❖ Exercise 9 due Wednesday
- ❖ Homework 2 due Thursday
 - File system crawler, indexer, and search engine
 - Don't forget to clone your repo to double-/triple-/quadruple-check compilation on attu! (Checkout code with hw2-final tag.)
 - Don't modify the header files!

Lecture Outline

- ❖ **Class Details**
 - **Filling in some gaps from last time**
- ❖ **Using the Heap**
 - `new / delete / delete []`

Rule of Three

- ❖ If you define any of:
 - 1) Destructor
 - 2) Copy Constructor
 - 3) Assignment (`operator=`)
- ❖ Then you should normally define all three
 - Can explicitly ask for default synthesized versions (C++11):

```
class Point {  
public:  
    Point() = default;           // the default ctor  
    ~Point() = default;         // the default dtor  
    Point(const Point& copyme) = default; // the default cctor  
    Point& operator=(const Point& rhs) = default; // the default "="  
    ...  
};
```

Dealing with the Insanity (C++11)

❖ C++ style guide tip:

- **Disabling** the copy constructor and assignment operator can avoid confusion from implicit invocation and excessive copying

Point_2011.h

```
class Point {
public:
    Point(const int x, const int y) : x_(x), y_(y) { } // ctor
    ...
    Point(const Point& copyme) = delete; // declare cctor and "="
    Point& operator=(const Point& rhs) = delete; // as deleted (C++11)
private:
    ...
}; // class Point

Point w; // compiler error (no default constructor)
Point x(1, 2); // OK!
Point y = w; // compiler error (no copy constructor)
y = x; // compiler error (no assignment operator)
```

Clone

❖ C++11 style guide tip:

- If you disable them, then you instead may want an explicit “Clone” function that can be used when occasionally needed

Point_2011.h

```
class Point {
public:
    Point(const int x, const int y) : x_(x), y_(y) { } // ctor
    void Clone(const Point& copy_from_me);
    ...
    Point(Point& copyme) = delete; // disable ctor
    Point& operator=(Point& rhs) = delete; // disable "="
private:
    ...
}; // class Point
```

sanepoint.cc

```
Point x(1, 2); // OK
Point y(3, 4); // OK
x.Clone(y); // OK
```

Access Control

- ❖ **Access modifiers** for members:
 - `public`: accessible to *all* parts of the program
 - `private`: accessible to the member functions of the class
 - Private to *class*, not object instances
 - `protected`: accessible to member functions of the class and any *derived* classes (subclasses – more to come, later)
- ❖ **Reminders:**
 - Access modifiers apply to *all* members that follow until another access modifier is reached
 - If no access modifier is specified, `struct` members default to `public` and `class` members default to `private`

Nonmember Functions

- ❖ “Nonmember functions” are just normal functions that happen to use some class
 - Called like a regular function instead of as a member of a class object instance
 - This gets a little weird when we talk about operators...
 - These do not have direct access to the class' private members
- ❖ Useful nonmember functions often included as part of interface to a class
 - Declaration goes in header file, but outside of class definition

friend Nonmember Functions

- ❖ A class can give a nonmember function (or class) access to its non-`public` members by declaring it as a `friend` within its definition
 - Not a class member, but has access privileges as if it were
 - `friend` functions are usually unnecessary if your class includes appropriate “getter” public functions

Complex.h

```
class Complex {  
    ...  
    friend std::istream& operator>>(std::istream& in, Complex& a);  
    ...  
}; // class Complex
```

```
std::istream& operator>>(std::istream& in, Complex& a) {  
    ...  
}
```

Complex.cc 9

When to use Nonmember and `friend`



❖ Member functions:

Good rules of thumb, be sure to think about these carefully

- Operators that modify the object being called on
 - Assignment operator (`operator=`)
- “Core” non-operator functionality that is part of the class interface

❖ Nonmember function

There is more to C++ object design that we don't have time to get to ☹️

- Used for commutative operators
 - So `v1 + v2` is invoked as `operator+(v1, v2)` instead of `v1.operator+(v2)`
- If operating on two types and the class is on the right-hand side
 - E.g. `cin` >> `complex`;
- Returning a “new” object, not modifying an existing one
- Only grant `friend` permission if you NEED it



pollev.com/cse333

If we wanted to overload operator== to compare two points, what type of function should it be?

- ❖ Reminder that Point has getters and a setter

- A. **non-friend + member**
- B. **friend + member**
- C. **non-friend + non-member**
- D. **friend + non-member**
- E. **We're lost...**

pollev.com/cse333

If we wanted to overload operator== to compare two points, what type of function should it be?

❖ Reminder that Point has getters and a setter

- A. non-friend + member
- B. friend + member
- C. non-friend + non-member
- D. friend + non-member
- E. We're lost...

Namespaces

- ❖ Each namespace is a separate scope
 - Useful for avoiding symbol collisions!

ll::Iterator
ht::Iterator

- ❖ Namespace definition:

```
namespace name {  
// declarations go here  
} // namespace name
```

- Doesn't end with a semi-colon and doesn't add to the indentation of its contents
- Creates a new namespace name if it did not exist, otherwise *adds to the existing namespace (!)*
 - This means that components (e.g. classes, functions) of a namespace can be defined in multiple source files

Classes vs. Namespaces

- ❖ They seems somewhat similar, but classes are *not* namespaces:
 - There are no instances/objects of a namespace; a namespace is just a group of logically-related things (classes, functions, etc.)
 - To access a member of a namespace, you must use the fully qualified name (*i.e.* `nsp_name::member`)
 - Unless you are `using` that namespace
 - You only used the fully qualified name of a class member when you are defining it outside of the scope of the class definition

Complex Example Walkthrough

See:

`Complex.h`

`Complex.cc`

`testcomplex.cc`

Lecture Outline

- ❖ Class Details
 - Filling in some gaps from last time
- ❖ **Using the Heap**
 - `new / delete / delete []`



C++11 `nullptr`


- ❖ C and C++ have long used `NULL` as a pointer value that references nothing
- ❖ C++11 introduced 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
 - Though `NULL` will also be around for a long, long time

new/delete

- ❖ To allocate on the heap using C++, you use the `new` keyword instead of `malloc()` from `stdlib.h`
 - You can use `new` to allocate an object (e.g. `new Point`)
 - You can use `new` to allocate a primitive type (e.g. `new int`)
- ❖ To deallocate a heap-allocated object or primitive, use the `delete` keyword instead of `free()` from `stdlib.h`
 - Don't mix and match!
 - Never `free()` something allocated with `new`
 - Never `delete` something allocated with `malloc()`
 - Careful if you're using a legacy C code library or module in C++

new/delete Behavior

❖ new behavior:

- When allocating you can specify a constructor or initial value
 - (e.g. `new Point(1, 2)`) or (e.g. `new int(333)`)
- If no initialization specified, it will use default constructor for objects, garbage for primitives
- You don't need to check that `new` returns `nullptr` 
 - When an error is encountered, an exception is thrown (that we won't worry about)

❖ delete behavior:

- If you `delete` already `deleted` memory, then you will get undefined behavior. (Same as when you double `free` in c)

new/delete Example

```
int* AllocateInt(int x) {  
    int* heapy_int = new int;   
    *heapy_int = x;   
    return heapy_int;  
}
```

```
Point* AllocatePoint(int x, int y) {  
    Point* heapy_pt = new Point(x, y);  
    return heapy_pt;  
}
```

heappoint.cc

```
#include "Point.h"  
  
... // definitions of AllocateInt() and AllocatePoint()  
  
int main() {  
    Point* x = AllocatePoint(1, 2);  
    int* y = AllocateInt(3);  
  
    cout << "x's x_coord: " << x->get_x() << endl;  
    cout << "y: " << y << ", *y: " << *y << endl;  
  
    delete x;  
    delete y;  
    return EXIT_SUCCESS;  
}
```

Dynamically Allocated Arrays

- ❖ To dynamically allocate an array:

- Default initialize: `type* name = new type[size];`

- ❖ To dynamically deallocate an array:

- Use `delete [] name;`

- It is an incorrect to use “`delete name;`” on an array

- The compiler probably won't catch this, though (!) because it can't always tell if `name*` was allocated with `new type[size];` or `new type;`
 - Especially inside a function where a pointer parameter could point to a single item or an array and there's no way to tell which!
- Result of wrong `delete` is undefined behavior

Arrays Example (primitive)

arrays.cc

```

#include "Point.h"

int main() {
    int stack_int; // stack (garbage)
    int* heap_int = new int; // heap (garbage)
    int* heap_int_init = new int(12); // heap (12)

    int stack_arr[3]; // stack (garbage)
    int* heap_arr = new int[3]; // heap (garbage)

    int* heap_arr_init_val = new int[3](); // heap (0,0,0)
    int* heap_arr_init_lst = new int[3]{4, 5}; // C++11 // heap (4,5,0)

    delete heap_int; // ok
    delete heap_int_init; // ok
    delete heap_arr; // BAD
    delete[] heap_arr_init_val; // ok

    return EXIT_SUCCESS;
}

```

clear fns up

Arrays Example (class objects)

arrays.cc

```
#include "Point.h"

int main() {
    ...

    Point stack_pt(1, 2); // stack 2-arg ctor
    Point* heap_pt = new Point(1, 2); // heap 2-arg ctor
    Point* heap_pt_arr_err = new Point[2]; // heap default ctor??
    Point* heap_pt_arr_init_lst = new Point[2]{{1, 2}, {3, 4}}; // fails because no default ctor
                                                                    // C++11
    ...

    delete heap_pt;
    delete[] heap_pt_arr_init_lst;

    return EXIT_SUCCESS;
}
```

malloc vs. new

	<code>malloc()</code>	<code>new</code>
What is it?	a function	an operator or keyword
How often used (in C)?	often	never
How often used (in C++)?	rarely	often
Allocated memory for	anything	arrays, structs, objects, primitives
Returns	a <code>void*</code> <i>(should be cast)</i>	appropriate pointer type <i>(doesn't need a cast)</i>
When out of memory	returns <code>NULL</code>	throws an exception
Deallocating	<code>free()</code>	<code>delete</code> or <code>delete []</code>

 **Poll Everywhere**pollev.com/cse333

- ❖ What will happen when we invoke **bar** () ?
 - If there is an error, how would you fix it?

- A. **Bad dereference**
- B. **Bad delete**
- C. **Memory leak**
- D. **“Works” fine**
- E. **We’re lost...**

```
class Foo{
public:
    Foo(int val) { Init(val); }
    ~Foo() { delete foo_ptr_; }
    void Init(int val) {
        foo_ptr_ = new int(val);
    }
    Foo& operator=(const Foo& rhs) {
        delete foo_ptr_;
        Init(*(rhs.foo_ptr_));
        return *this;
    }
private:
    int* foo_ptr_;
};


void bar() {
    Foo a(10);
    Foo b(20);
    a = a;
}
```

 **Poll Everywhere**pollev.com/cse333

- ❖ What will happen when we invoke **bar** () ?
 - If there is an error, how would you fix it?

- A. **Bad dereference**
- B. **Bad delete**
- C. **Memory leak**
- D. **“Works” fine**
- E. **We’re lost...**

```
class Foo{
public:
    Foo(int val) { Init(val); }
    ~Foo() { delete foo_ptr_; }
    void Init(int val) {
        foo_ptr_ = new int(val);
    }
    Foo& operator=(const Foo& rhs) {
        delete foo_ptr_;
        Init(*(rhs.foo_ptr_));
        return *this;
    }
private:
    int* foo_ptr_;
};

void bar() {
     Foo a(10);
    Foo b(20);
    a = a;
}
```

Poll Everywhere

pollev.com/cse333

- ❖ What will happen when we invoke **bar()**?
 - If there is an error, how would you fix it?

- A. **Bad dereference**
- B. **Bad delete**
- C. **Memory leak**
- D. **“Works” fine**
- E. **We’re lost...**

```
class Foo{
public:
    Foo(int val) { Init(val); }
    ~Foo() { delete foo_ptr_; }
    void Init(int val) {
        foo_ptr_ = new int(val);
    }
    Foo& operator=(const Foo& rhs) {
        delete foo_ptr_;
        Init(*(rhs.foo_ptr_));
        return *this;
    }
private:
    int* foo_ptr_;
};

void bar() {
    Foo a(10);
    Foo b(20);
    a = a;
}
```

stack

foo_ptr_

Poll Everywhere

pollev.com/cse333

- ❖ What will happen when we invoke `bar()`?
 - If there is an error, how would you fix it?

- A. Bad dereference
- B. Bad delete
- C. Memory leak
- D. “Works” fine
- E. We’re lost...

```
class Foo{
public:
    Foo(int val) { Init(val); }
    ~Foo() { delete foo_ptr_; }
    void Init(int val) {
        → foo_ptr_ = new int(val);
    }
    Foo& operator=(const Foo& rhs) {
        delete foo_ptr_;
        Init(*(rhs.foo_ptr_));
        return *this;
    }
private:
    int* foo_ptr_;
};

void bar() {
    Foo a(10);
    Foo b(20);
    a = a;
}
```

stack
a foo_ptr_

Poll Everywhere

pollev.com/cse333

- ❖ What will happen when we invoke `bar()`?
 - If there is an error, how would you fix it?

- A. Bad dereference
- B. Bad delete
- C. Memory leak
- D. "Works" fine
- E. We're lost...

```
class Foo{
public:
    Foo(int val) { Init(val); }
    ~Foo() { delete foo_ptr_; }
    void Init(int val) {
        foo_ptr_ = new int(val);
    }
    Foo& operator=(const Foo& rhs) {
        delete foo_ptr_;
        Init(*(rhs.foo_ptr_));
        return *this;
    }
private:
    int* foo_ptr_;
};

void bar() {
    Foo a(10);
    Foo b(20);
    a = a;
}
```

The diagram shows a memory layout with two regions: 'stack' and 'heap'. In the 'stack' region, there is a variable 'a' containing a pointer 'foo_ptr_'. An arrow points from 'foo_ptr_' to a memory location in the 'heap' region containing the value '10'.

Poll Everywhere

pollev.com/cse333

- ❖ What will happen when we invoke `bar()`?
 - If there is an error, how would you fix it?

- A. Bad dereference
- B. Bad delete
- C. Memory leak
- D. "Works" fine
- E. We're lost...

```
class Foo{
public:
    Foo(int val) { Init(val); }
    ~Foo() { delete foo_ptr_; }
    void Init(int val) {
        foo_ptr_ = new int(val);
    }
    Foo& operator=(const Foo& rhs) {
        delete foo_ptr_;
        Init(*(rhs.foo_ptr_));
        return *this;
    }
private:
    int* foo_ptr_;
};

void bar() {
    Foo a(10);
    Foo b(20);
    a = a;
}
```

Poll Everywhere

pollev.com/cse333

- ❖ What will happen when we invoke `bar()`?
 - If there is an error, how would you fix it?

- A. Bad dereference
- B. Bad delete
- C. Memory leak
- D. "Works" fine
- E. We're lost...

```
class Foo{
public:
    Foo(int val) { Init(val); }
    ~Foo() { delete foo_ptr_; }
    void Init(int val) {
        foo_ptr_ = new int(val);
    }
    Foo& operator=(const Foo& rhs) {
        delete foo_ptr_;
        Init(*(rhs.foo_ptr_));
        return *this;
    }
private:
    int* foo_ptr_;
};

void bar() {
    Foo a(10);
    Foo b(20);
    a = a;
}
```

Poll Everywhere

pollev.com/cse333

- ❖ What will happen when we invoke `bar ()`?
 - If there is an error, how would you fix it?

- A. Bad dereference
- B. Bad delete
- C. Memory leak
- D. "Works" fine
- E. We're lost...

```

class Foo{
public:
    Foo(int val) { Init(val); }
    ~Foo() { delete foo_ptr_; }
    void Init(int val) {
        foo_ptr_ = new int(val);
    }
    Foo& operator=(const Foo& rhs) {
        delete foo_ptr_;
        Init(*rhs.foo_ptr_);
        return *this;
    }
private:
    int* foo_ptr_;
};

void bar() {
    Foo a(10);
    Foo b(20);
    a = a;
}
    
```

```

if(&rhs!=this){
}
    
```

Dynamically Memory & Rule of three

- ❖ What will happen when we invoke `bar()` after modifying it?
 - If there is an error, how would you fix it?

```
class Foo{
public:
    Foo(int val) { Init(val); }
    ~Foo() { delete foo_ptr_; }
    void Foo::Init(int val) {
        foo_ptr_ = new int(val);
    }
    Foo& operator=(const Foo& rhs) {
        if (&rhs != this) {
            delete foo_ptr_;
            Init(*(rhs.foo_ptr_));
        }
        return *this;
    }
private:
    int* foo_ptr_;
};

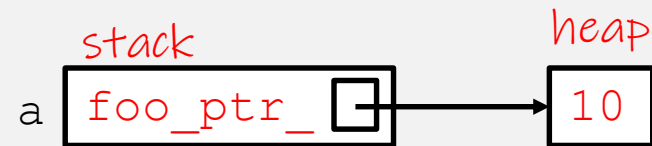
void bar() {
    Foo a(10);
    Foo b = a;
}
```

Dynamically Memory & Rule of three

- ❖ What will happen when we invoke `bar()` after modifying it?
 - If there is an error, how would you fix it?

```
class Foo{
public:
    Foo(int val) { Init(val); }
    ~Foo() { delete foo_ptr_; }
    void Init(int val) {
        foo_ptr_ = new int(val);
    }
    Foo& operator=(const Foo& rhs) {
        if (&rhs != this) {
            delete foo_ptr_;
            Init(*(rhs.foo_ptr_));
        }
        return *this;
    }
private:
    int* foo_ptr_;
};

void bar() {
    Foo a(10);
    Foo b = a;
}
```

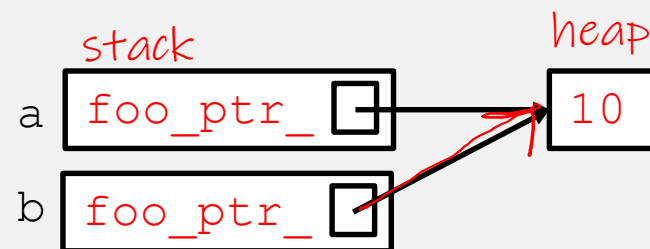


Dynamically Memory & Rule of three

- ❖ What will happen when we invoke `bar()` after modifying it?
 - If there is an error, how would you fix it?
- ❖ Synthesized copy constructor is called and a shallow copy is invoked!

```
class Foo{
public:
    Foo(int val) { Init(val); }
    ~Foo() { delete foo_ptr_; }
    void Init(int val) {
        foo_ptr_ = new int(val);
    }
    Foo& operator=(const Foo& rhs) {
        if (&rhs != this) {
            delete foo_ptr_;
            Init(*(rhs.foo_ptr_));
        }
        return *this;
    }
private:
    int* foo_ptr_;
};

void bar() {
    Foo a(10);
    Foo b = a;
}
```



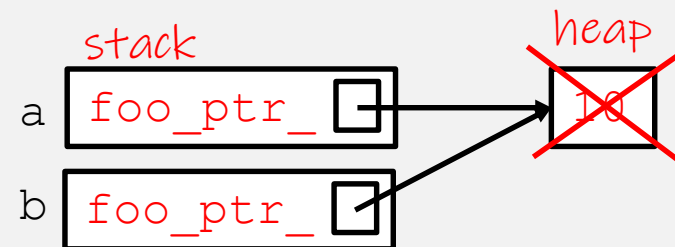
Dynamically Memory & Rule of three

- ❖ What will happen when we invoke `bar()` after modifying it?
 - If there is an error, how would you fix it?
- ❖ Synthesized copy constructor is called and a shallow copy is invoked!

Double delete error ☹️

```
class Foo{
public:
    Foo(int val) { Init(val); }
    ~Foo() { delete foo_ptr_; }
    void Init(int val) {
        foo_ptr_ = new int(val);
    }
    Foo& operator=(const Foo& rhs) {
        if (&rhs != this) {
            delete foo_ptr_;
            Init(*(rhs.foo_ptr_));
        }
        return *this;
    }
private:
    int* foo_ptr_;
};

void bar() {
    Foo a(10);
    Foo b = a;
}
```



Heap Member (Extra Exercise)

- ❖ Let's build a class to simulate some of the functionality of the C++ string
 - Internal representation: c-string to hold characters
- ❖ What might we want to implement in the class?

Str Class Walkthrough

Str.h

```
#include <iostream>
using namespace std;

class Str {
public:
    Str();           // default ctor
    Str(const char* s); // c-string ctor
    Str(const Str& s); // copy ctor
    ~Str();         // dtor

    int length() const; // return length of string
    char* c_str() const; // return a copy of st_
    void append(const Str& s);

    Str& operator=(const Str& s); // string assignment

    friend std::ostream& operator<<(std::ostream& out, const Str& s);

private:
    char* st_; // c-string on heap (terminated by '\0')
}; // class Str
```

Str::append

❖ Complete the **append** () member function:

- `char* strncpy(char* dst, char* src, size_t num);`
- `char* strncat(char* dst, char* src, size_t num);`

```
#include <cstring>
#include "Str.h"
// append contents of s to the end of this string
void Str::append(const Str& s) {
```

Try this before looking
at posted code.

```
}
```

Extra Exercise #1

- ❖ 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
 - Assign each entry of the array to a string allocated using `new`
 - Cleans up before exiting
 - Use `delete` to delete each allocated string
 - Uses `delete []` to delete the string pointer array
 - (whew!)