CSE 333

Lecture 11 - constructor insanity

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Administrivia

Exercises:

- New exercise out today, due Monday morning
  - Requires a makefile; slight detour now if there are loose ends from yesterday’s sections

- Yet another exercise (ex11) on 2nd half of this material out Monday, due Wednesday morning (dynamic allocation!)

Calendar updates

- HW2 due a week from yesterday. How’s it look?
- Midterm a week after that. Review in sections that week.
Administrivia (Monday)

attu down this morning but seems to be back. ex10
deadline moved to 2 pm (enough?)

- Sample solution posted once cutoff passes

Next exercise out today, due Wednesday morning

- This one is a variation on the one due today. Feel free to adapt/
  adopt ideas from that sample solution if useful.

HW2: How’s it look?
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 (overloading)
  ‣ 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 (*POD = “Plain Old Data”)
  ‣ 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 a[3]; // invokes the default constructor 3 times
    Point y(1,2); // invokes the two-int-arguments constructor
}
```
Constructors, continued

You might choose to define only one:

```cpp
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

Optionally, 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

```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_
```
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 (!)
  ‣ All other non-POD members are initialized by default constructors

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

Prefer initialization to assignment

- An object must already be initialized by a constructor before it can be (re-)assigned - initializer avoids two separate steps
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” or “move semantics” to eliminate unnecessary copies

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

```cpp
default constructor. return y; // copy constructor? optimized?
```

```cpp
x(1,2); // two-ints-argument constructor. y = x; // copy constructor. 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
assignment != construction

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-associative
(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)

```cpp
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/*
Rule of Three

If you define any of:

1. Destructor
2. Copy Constructor
3. Assignment (operator=)

Then you should normally define all three
Members, friends, or not?

Operators can be implemented in several ways. Advice:

- Prefer non-member, non-friend functions for operator overloading in many situations (esp. binary operators)
  
  ‣ (Argument symmetry: operator+(c,d) instead of c.operator+(d))

- Use friend for functions that can’t or shouldn’t be members of the class (overloaded stream functions, symmetric operators, etc.), if they need to use private object data or functions

- Use member functions for things that need to update or access object state (=, +=, get_x(), etc.) or if they naturally are operations on a single object (matrix.invert())
Dealing with the insanity

C++ style guide tip

- if possible, disable the copy constr. 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) {} // compiler error

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
Disabling copy ctr/= in C++11

C++11 adds new syntax to do this directly

- better choice in C++11 code

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

    // declare copy cons. and "=" as deleted (C++11)
    Point(Point &copyme) = delete;
    Point &operator=(Point &rhs) = delete;
};

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 probably 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 heappoinnt.cc
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: use nullptr in modern C++ code (but NULL will also be around in old code for a 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
(doesn't need a cast) |
| **when out of memory**   | returns NULL                                   | throws an exception                      |
| **deallocating**         | free                                           | delete or delete[ ]                      |
Overloading the "=" operator

Remember the rules we should follow?
- here's why; hugely subtle bug

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

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

Foo &Foo::operator=(const Foo& rhs) {
    // bug...we forgot our "if (self == &rhs) { ... }" guard
    delete foo_ptr_; 
    Init(*(rhs.foo_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
see `str/*`
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 Wednesday!