C++ Class Details, Heap

CSE 333

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Administrivia

- Homework 2 due Thursday
- Exercise 9 due this morning, Exercise 10 due on Wednesday
- Unfortunately, Exercise 11 needs to be due before the midterm…

Administrivia

- Midterm exam in a week:
  Monday 7/22, 1:10 - 2:10 in SMI 211
  - See last Wednesdays slides for details
- Midterm review in section this week

Lecture Outline

- Class Details
  - **Namespaces**
  - Access Controls and Friend Functions
  - Rule of Three / Making Copies
- Using the Heap
  - `new` / `delete` / `delete[]`
  - `String` Class Walkthrough

Namespaces

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

- Namespace definition:
  - ```
    namespace name {
      // declarations go here
    }
    ```
  - Creates a new namespace name if it did not exist, otherwise *adds to the existing namespace* (**!**)
    - This means that components (classes, functions, etc.) of a namespace can be defined in multiple source files
      - All of the standard library is in namespace `std` but it has many 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 or individual member item
  - You only used the fully qualified name of a class member when you are defining it outside of the scope of the class definition
    - Otherwise, you're just using dot notation (<object>.<member>)

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    - (Aside) Structs in C++
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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

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
  - These do *not* have access to the class' private members
- Useful nonmember functions often included as part of the interface to a class
  - Declaration goes in header file, but *outside* of class definition
  - Declaration goes *inside* the same namespace as the class, if it has one

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```
class Complex {  ... };

void ReadFromStream(std::istream& in, Complex& a);
```

```
void ReadFromStream(std::istream& in, Complex& a) {
  double r;
  in >> r
  a.set_real(r);
// … etc …
}
```

Operator Overloading

- Can overload operators using **member functions**
  - Restriction: left-hand side argument must be a class you are implementing

```
Complex& Complex::operator+=(const Complex &a) { ... }
```

- Can overload operators using **nonmember functions**
  - No restriction on arguments (can specify any two)
    - **Our only option** when the left-hand side is a class you do not have control over, like `ostream` or `istream`.
  - But no access to private data members

```
Complex operator+(const Complex &a, const Complex &b) { ... }
```

`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
  - `friend` function is not a class member, but has access privileges as if it were

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

When to use Nonmember and `friend`

- Member functions:
  - Operators that modify the object being called on
    - e.g. Assignment operator (`operator=`)
  - "Core" non-operator functionality that is part of the class interface
- Nonmember functions:
  - Used for commutative operators
    - *e.g.*, 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 to

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`struct` vs. `class`

- In C, a `struct` can only contain data fields
  - Has no methods and all fields are always accessible
  - In `struct foo`, the `foo` is a “struct tag”, not an ordinary data type
- In C++, `struct` and `class` are (nearly) the same!
  - Both define a new type (the `struct` or `class` name)
  - Both can have methods and member visibility (public/private/protected)
  - Only real difference: members are default *public* in a `struct` and default *private* in a `class`

`struct` vs. `class`

- Common style/usage convention:
  - Use `struct` for simple bundles of data
    - Convenience constructors can make sense though
  - Use `class` for abstractions with data + functions

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Rule of Three

- If you define any of:
  1) Destructor
  2) Copy Constructor
  3) Assignment (`operator=`)

This usually means your objects manage some resource (like a pointer into the heap)

- Then you should normally define all three
  - Can explicitly ask for default synthesized versions (C++11 & later):

```
class Point {
 public:
  ...
  ~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++ style guide tip:
  - If you **don't** intend to copy the object, disable the copy constructor and assignment operator – avoids implicit invocation and excessive copying.
  - C++11 and later have direct syntax to indicate this:

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 "=" to
  Point& operator=(const Point& rhs) = delete; // be deleted (C++11)
 private:
  ...
}; // class Point

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

If you're dealing with old code …

- In pre-C++11 code the copy constructor and assignment were often disabled by making them private and not implementing them (you may see this)…

Point_pre_2011.h

```
class Point {
 public:
  Point(const int x, const int y) : x_(x), y_(y) { }  // ctor
  ...
 private:
  Point(const Point& copyme);            // disable cctor (no def.)
  Point& operator=(const Point& rhs);   // disable "=" (no def.)
  ...
};  // class Point

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

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`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 a primitive type (*e.g.* `new int`)
  - You can use new to allocate an object (*e.g.* `new Point`)
    - Will execute appropriate constructor as part of object allocate/create
- 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 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"
using namespace std;

...  // 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 0;
}
```

new/delete Example

```
g++ -Wall -g -std=c++17 -o heappoint \
  heappoint.cc Point.cc
valgrind ./heappoint
```

```
==3167334== Memcheck, a memory error detector
==3167334== Copyright (C) 2002-2022, and GNU GPL'd, by Julian Seward et al.
==3167334== Using Valgrind-3.22.0 and LibVEX; rerun with -h for copyright info
==3167334== Command: ./heappoint
==3167334==
Calling Point constructor
x's x_ coordinate: 1
distance between x and self: 0
y: 0x4daa110, *y: 3
==3167334==
==3167334== HEAP SUMMARY:
==3167334==     in use at exit: 0 bytes in 0 blocks
==3167334==   total heap usage: 4 allocs, 4 frees, 73,740 bytes allocated
==3167334==
==3167334== All heap blocks were freed -- no leaks are possible
==3167334==
==3167334== For lists of detected and suppressed errors, rerun with: -s
==3167334== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
```

`new`/`delete` Behavior

- `new` behavior:
  - When allocating you can specify a constructor or initial value
    - *e.g.*, `new Point(1, 2)`, `new int(333)`
  - If no initialization specified, it will use default constructor for objects and uninitialized ("mystery") data for primitives
  - You don't need to check if `new` returns `NULL`
    - When an error is encountered, an exception is thrown (that we won't worry about)
- `delete` behavior:
  - If you `delete` already `delete`d memory, then you will get undefined behavior (same as when you double **`free`** in C)

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

Heap Example (primitive)

arrays.cc

```
#include "Point.h"
using namespace std;

int main() {
  int stack_int;
  int* heap_int = new int;
  int* heap_init_int = new int(12);

  int stack_arr[10];
  int* heap_arr = new int[10];

  int* heap_init_arr   = new int[10]();  // uncommon usage
  int* heap_init_error = new int[10](12); // bad syntax
  int* heap_init_arr2  = new int[10]{12}; // C++11 allows
  ...                                     //    (uncommon)

  delete heap_int;          // ok
  delete heap_init_int;     // ok
  delete heap_arr;          // error - must be delete[]
  delete[] heap_init_arr;   // ok

  return 0;
}
```

Heap Example (class objects)

arrays.cc

```
#include "Point.h"
using namespace std;

int main() {
  ...
  Point stack_point(1, 2);
  Point* heap_point = new Point(1, 2);

  Point* err_pt_arr = new Point[10]; // error-no Point() ctr
  Point* err2_pt_arr = new Point[10](1,2); // bad syntax
  Point* bad_pt_arr = new Point[10]{1,2};  // C++11 allows
                                            //   (uncommon)
  ...

  delete heap_point;

  ...

  return 0;
}
```

`malloc` vs. `new`

	`malloc()`	`new`
What is it?	a function	an operator or keyword
How often used (in C)?	often	never
How often used (in C++)?	rarely	often
Typed	No	Yes
Returns	a `void*` (*should be cast*)	appropriate pointer type (*doesn't need a cast*)
When out of memory	returns `NULL`	throws an exception
Deallocating	`free()`	`delete` or `delete[]`

C++11 `nullptr`

- C and C++ have long used `NULL` as a pointer value that references nothing
  - Defined as a macro (often just the int zero)
- C++11 introduced a new literal for this: `nullptr`
  - New reserved keyword
  - 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, especially with function overloading (`f(int)` vs `f(T*)`; 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

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Heap Member Example

- Let's build a class to simulate some of the functionality of the C++ string
  - Internal representation: c-string to hold characters

- We'll want to implement:
  - Constructors, including copy and conversion from C-string
  - Assignment and destructor
  - Length, append, and conversion **to** C-string
  - Outputting to streams

Rule of Threes

Str Example Walkthrough

See:

`Str.h`

`Str.cc`

`strtest.cc`

https://courses.cs.washington.edu/courses/cse333/25su/lecture/12-c++-details+heap-example

- Look carefully at assignment `operator=`
  - self-assignment test is especially important here

Don’t forget!

- Exercise 10
- Homework 2
- Get ready for the midterm!

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!)