Smart Pointers

Victor Eijkhout, Harika Gurram, Je'aime Powell, Charley Dey

Fall 2018



Creating a shared pointer

Allocation and pointer in one:

```
shared_ptr<Obj> X =
    make_shared<Obj>( /* constructor args */ );
    // or:
auto X = make_shared<Obj>( /* args */ );
    // or:
auto X = shared_ptr<Obj>( new Obj(/* args */) );
X->method_or_member;
```



Simple example

```
Code:
                                           Output
                                           [pointer] pointx:
class HasX {
private:
                                           5
  double x;
public:
  HasX(double x) : x(x) {};
  auto &val() { return x; };
};
int main() {
  auto X = make_shared<HasX>(5);
  cout << X->val() << endl;</pre>
  X->val() = 6;
  cout << X->val() << endl;
```



Linked lists

The prototypical example use of pointers is in linked lists. Let a class Node be given:



List usage



Linked lists and recursion

Many operations on linked lists can be done recursively:

```
int Node::list_length() {
  if (!has_next()) return 1;
  else return 1+tail_ptr->list_length();
};
```



Exercise 1

Write a recursive append method that appends a node to the end of a list:

Code:

```
auto
  first = make_shared<Node>(23),
  second = make_shared<Node>(45),
  third = make_shared<Node>(32);
first->append(second);
first->append(third);
first->print();
```

Output [tree] append:

```
23, 45, 32
```



Exercise 2

Write a recursive insert method that inserts a node in a list, such that the list stays sorted:

Code:

```
auto
  first = make_shared<Node>(23),
  second = make_shared<Node>(45),
  third = make_shared<Node>(32);
first->insert(second);
first->insert(third);
first->print();
```

Output [tree] insert:

```
23, 32, 45
```

