Task 05 – Debugging

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**Q.1 [line 55] What is the difference between a struct and a class?**

*In C++ the difference between a struct and a class is the default accessibility of variables and methods. If not specified a class has its member variables and functions set to private while a struct has it’s variable and functions set to public. Typically structs are to be used for storing and organising data only while classes are typically used for creating objects with methods and functionality as well as storing data.*

**Q.2 [line 63] What are function declarations?**

*Function declarations are necessary in C++ as they essentially tell the compiler about a function and how to call it. The code executed by calling the function can be defined separate of the declaration. A function can be defined with the declaration, but the declaration must be included in every cpp file the function is called in (this is why header files exist). So it’s better to have the definition and declaration separate so that the compiler isn’t reading the definition for every file that function in used in.*

**Q.3 [line 67] Why are variable names not needed here?**

*Parameter variable names are not necessary in function declarations, only in the definition where they need to be used. However, including the variable names can be helpful for programmers to remember/understand what they are used for.*

**Q.4 [line 75] Does your IDE know if this method is used?**

*No, it does not. It will tell me if there is no definition for the declaration, but it does not say weather or not the function is called.*

**Q.5 [line 86] un-initialised values ... what this show and why?**

A screenshot of a computer

Description automatically generated

*When the variable is uninitialized, the program wont compile. In C++ uninitialized variables are not assigned a default value automatically. So, if we tried to use we would get whatever is left there in the assigned memory.*

**Q.6 [line 95] Did this work as expected?**

*Yes, each value is assigned correctly.*



**Q.7 [line 97] Initialisation list - do you know what are they?**

*Yes, initialisation lists are a more efficient way of initialising object variables. They assign each value in order.*

Q.8 [line 113] Should show age=1, x=1, y=2. Does it?

Q.9 [line 117] Something odd here. What and why?

Q.10 [line 128] showParticle(p1) doesn't show 5,6,7 ... Why?

Q.11 [line 153] So what does -> mean (in words)?

Q.12 [line 154] Do we need to put ( ) around \*p1\_ptr?

Q.13 [line 160] What is the dereferenced pointer (from the example above)?

Q.14 [line 165] Is p1 stored on the heap or stack?

Q.15 [line 166] What is p1\_ptr pointing to now? (Has it changed?)

Q.16 [line 172] Is the current value of p1\_ptr good or bad? Explain

Q.17 [line 175] Is p1 still available? Explain.

Q.18 [line 180] <deleted - ignore> :)

Q.19 [line 189] Uncomment the next code line - will it compile?

Q.20 [line 192] Does your IDE tell you of any issues? If so, how?

Q.21 [line 200] MAGIC NUMBER?! What is it? Is it bad? Explain!

Q.22 [line 207] Explain in your own words how the array size is calculated.

Q.23 [line 375] What is the difference between this function signature and

Q.24 [line 380] Uncomment the following. It gives different values to those we saw before

Q.25 [line 219] Change the size argument to 10 (or similar). What happens?

Q.26 [line 237] What is "hex" and what does it do? (url in your notes)

Q.27 [line 242] What is new and what did it do?

Q.28 [line 252] What is delete and what did it do?

Q.29 [line 256] What happens when we try this? Explain.

Q.30 [line 265] So, what is the difference between NULL and nullptr and 0?

Q.31 [line 267] What happens if you try this? (A zero address now, so ...)

Q.32 [line 302] Are default pointer values in an array safe? Explain.

Q.33 [line 317] We should always have "delete" to match each "new".

Q.34 [line 325] Should we set pointers to nullptr? Why?

Q.35 [line 330] How do you create an array with new and set the size?