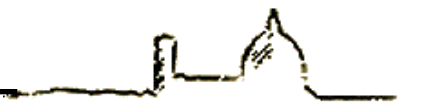


Programmazione

Prof. Marco Bertini

marco.bertini@unifi.it

<http://www.micc.unifi.it/bertini/>



Resource Management

Memory, smart pointers and RAII



Resource management

- The most commonly used resource in C++ programs is memory
- there are also file handles, mutexes, database connections, etc.
- It is important to release a resource after that it has been used



An example

```
class Vehicle { ... }; // root class of a hierarchy
```

```
Vehicle* createVehicle(); /* return a pointer to root  
class but may create any other object in the hierarchy.  
The caller MUST delete the returned object */
```

```
void f() {  
    Vehicle* pV = createVehicle();  
    //... use pV  
    delete pV;  
}
```



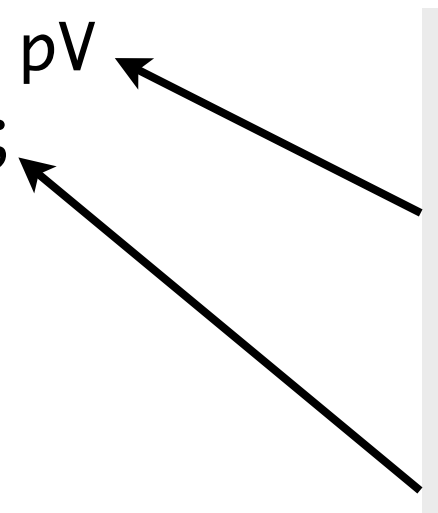
An example

```
class Vehicle { ... }; // root class of a hierarchy
```

```
Vehicle* createVehicle(); /* return a pointer to root  
class but may create any other object in the hierarchy.  
The caller MUST delete the returned object */
```

```
void f() {  
    Vehicle* pV = createVehicle();  
    //... use pV  
    delete pV;  
}
```

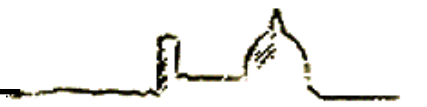
If there's a premature
return or an exception we
may never reach the
delete !





A solution

- Put the resource returned by `createVehicle()` inside an object whose destructor automatically release the resource when control leaves `f()`.
- destructor calls are automatic
- With these objects that manage resources:
 - resources are acquired and immediately turned over to resource-managing objects (RAII)
 - these objects use their destructors to ensure that resources are released



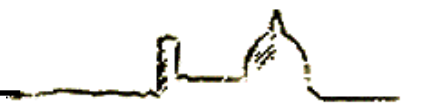
RAII

Resource Acquisition Is Initialization



What is RAII

- This technique was invented by Stroustrup to deal with resource deallocation in C++ and to write exception-safe code: the only code that can be guaranteed to be executed after an exception is thrown are the destructors of objects residing on the stack.
 - This technique allows to release resources before permitting exceptions to propagate (in order to avoid resource leaks)
-



What is RAII - cont.

- Resources are tied to the lifespan of suitable objects.

They are acquired during initialization, when there is no chance of them being used before they are available.

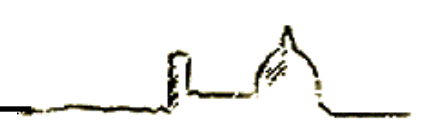
They are released with the destruction of the same objects, which is guaranteed to take place even in case of errors.



RAII example

```
#include <cstdio>
#include <stdexcept> // std::runtime_error

class FileMgr {
public:
    FileMgr(const char* filename) : file_handle(std::fopen(filename, "w+")) {
        if (!file_handle) {
            throw std::runtime_error("file open failure");
        }
    }
    ~FileMgr() {
        if (std::fclose(file_handle)) {
            // failed to flush latest changes.
            // handle it
        }
    }
    void write (const char* str) {
        if (EOF == std::fputs(str, file_handle)) {
            throw std::runtime_error("file write failure");
        }
    }
private:
    std::FILE* file_handle;
    // prevent copying and assignment; not implemented
    FileMgr(const FileMgr &);
    FileMgr & operator= (const FileMgr &);
};
```

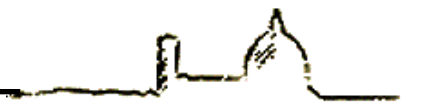


RAII example

```
#include <cstdio>
#include <stdexcept> // std::runtime_error

class FileMgr {
public:
    FileMgr(const char* filename) : file_handle(std::fopen(filename, "w+")) {
        if (!file_handle) {
            throw std::runtime_error("file open failure");
        }
    }
    ~FileMgr() {
        if (std::fclose(file_handle)) {
            // failed to flush latest changes.
            // handle it
        }
    }
    void write (const char* str) {
        if (EOF == std::fputs(str, file_handle))
            throw std::runtime_error("file write");
    }
private:
    std::FILE* file_handle;
    // prevent copying and assignment; not implemented
    FileMgr(const FileMgr &);
    FileMgr & operator= (const FileMgr &);
};
```

```
void example_usage() {
    // open file (acquire resource)
    FileMgr logfile("logfile.txt");
    logfile.write("hello logfile!");
    // continue using logfile ...
    // throw exceptions or return without
    // worrying about closing the log;
    // it is closed automatically when
    // logfile goes out of scope
}
```



Smart pointers



What is a smart pointer ?

- In C++, smart pointers are classes that mimic, by means of operator overloading, the behaviour of traditional (raw) pointers, (e.g. dereferencing, assignment) while providing additional memory management algorithms.
- Old C++98 provided only `auto_ptr<>`, C++11 introduces many new smart pointers:
- Start to use smart pointer whenever possible, and use “raw” pointers only when necessary



Raw vs. smart pointer

- With raw pointers the programmer is in charge with deleting them:

```
// Need to create the object to achieve some goal
```

```
MyObject* ptr = new MyObject();
```

```
ptr->DoSomething(); // Use the object in some way.
```

```
delete ptr; // Destroy the object. Done with it.
```

```
// Wait, what if DoSomething() raises an exception....
```

- With smart pointers there is need to create the object, but its destruction is up to the policy defined by the smart pointer



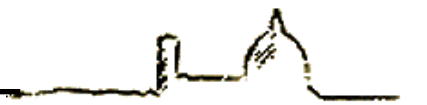
C++11 smart pointers

- `unique_ptr`: implements unique ownership - only one smart pointer owns the object at a time; when the owning smart pointer is destroyed, then the owned object is automatically destroyed.
- `shared_ptr`: implements shared ownership. Any number of these smart pointers jointly own the object. The owned object is destroyed only when its last owning smart pointer is destroyed.
- `weak_ptr`: doesn't own an object at all, and so plays no role in when or whether the object gets deleted. Rather, a `weak_ptr` merely observes objects being managed by `shared_ptr`s, and provides facilities for determining whether the observed object still exists or not. C++11's `weak_ptr`s are used with `shared_ptr`s.
- Just use: `#include <memory>`



All the smart pointer classes are templates... to handle any type

- `unique_ptr`: implements unique ownership - only one smart pointer owns the object at a time; when the owning smart pointer is destroyed, then the owned object is automatically destroyed.
- `shared_ptr`: implements shared ownership. Any number of these smart pointers jointly own the object. The owned object is destroyed only when its last owning smart pointer is destroyed.
- `weak_ptr`: doesn't own an object at all, and so plays no role in when or whether the object gets deleted. Rather, a `weak_ptr` merely observes objects being managed by `shared_ptr`s, and provides facilities for determining whether the observed object still exists or not. C++11's `weak_ptr`s are used with `shared_ptr`s.
- Just use: `#include <memory>`

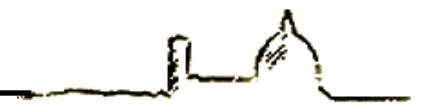


unique_ptr



unique_ptr

- Exclusive ownership semantics, i.e., at any point of time, the resource is owned by only one `unique_ptr`. When `unique_ptr` goes out of scope, the resource is released.
 - Solves the problem of transfer of ownership that are present in the (deprecated) `auto_ptr`
 - copy constructor and assignment operator are declared as private
 - Can be used in STL containers and algorithms
-



unique_ptr

- Exclusive ownership semantics, i.e., at any point of time, the resource is owned by only one `unique_ptr`. When `unique_ptr` goes out of scope, the resource is released.
- Solves the problem of transfer of ownership that are present in the (deprecated) `auto_ptr`
 - copy constructor and assignment operator are declared as private
- Can be used in STL containers and algorithms

This means it can not be copied !



unique_ptr syntax

```
class MyClass {  
public:  
    MyClass(const char* s);  
    void methodA();  
};  
void someMethod(MyClass* m);  
  
unique_ptr<MyClass> ptr1(new MyClass("obj1"));  
  
// can use -> (and *) on the unique_ptr just like  
// with a normal pointer  
  
ptr1->methodA(); (*ptr1).methodA();  
  
// to get a plain pointer from the unique_ptr,  
// we use the get() method  
  
someMethod(ptr1.get());
```



unique_ptr and STL

- You can fill a Standard Container with unique_ptrs that own objects, and the ownership then effectively resides in the container.
- If you erase an item in the container, you are destroying the unique_ptr, which will then delete the object it is pointing to.

```
std::vector<std::unique_ptr<Thing>> v;
```

```
...
```

```
if(v[3]) // check that v[3] still owns an object
```

```
    v[3]->foo(); // tell object pointed to by v[3] to foo
```



unique_ptr and STL

- How to store `unique_ptr` in STL containers:

```
std::vector<unique_ptr<MyClass>> v;  
v.push_back(unique_ptr<MyClass>("hello world"));  
v.emplace_back(new MyClass("hello world"));  
MyClass* m = v.get();
```



unique_ptr and STL

- How to store `unique_ptr` in STL containers:

```
std::vector<unique_ptr<MyClass>> v;  
v.push_back(unique_ptr<MyClass>("hello world"));  
v.emplace_back(new MyClass("hello world"));  
MyClass* m = v.get();
```



New C++11 method: simpler than the `push_back`



unique_ptr and RAII

- Reconsider the f() function using unique_ptr:

```
void f() {  
    std::unique_ptr<Vehicle>pV(createVehicle());  
    // use pV as before...  
}  
/* the magic happens here: automatically  
deletes pV via the destructor of unique_ptr,  
called because it's going out of scope */
```



unique_ptr: another example

- In general here's how to rewrite unsafe code in safe code:

```
// Original code
void f() {
    T* pt = new T;
    /*...more code...*/
    delete pt;
}
```

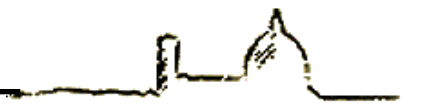
```
//Safe code, with unique_ptr
void f() {
    unique_ptr<T> pt( new T );
    /*...more code...*/
} /* pt's destructor is called
as it goes out of scope, and
the object is deleted
automatically */
```



unique_ptr: class example

```
class A {  
public:  
    int* i;  
  
    A():i(new int(0)) { }  
    ~A() {  
        if(i) {  
            delete i;  
        }  
    }  
private:  
    // we need to explicitly  
    // implement deep copy or  
    // disable default methods  
    A(const A&);  
    A& operator=(const A&);  
};
```

```
class SmartA {  
public:  
    unique_ptr<int> i;  
  
    SmartA():i(new int(0)) { }  
};
```



shared_ptr



shared_ptr

- `std::shared_ptr` represents reference-counted ownership of a pointer. Each copy of the same `shared_ptr` owns the same pointer. That pointer will only be freed if all instances of the `shared_ptr` in the program are destroyed.
- Can be used in STL containers: the copied `shared_ptr` will increase reference count



shared_ptr syntax

```
class MyClass {  
public:  
    MyClass(const char* s);  
    void methodA();  
};  
void someMethod(MyClass* m);
```

```
shared_ptr<MyClass> ptr = make_shared<MyClass>("obj1");  
// alternatively  
shared_ptr<MyClass> ptr2(new MyClass("obj1bis"));
```

```
ptr->methodA(); (*ptr2):methodA();
```

```
someMethod(ptr.get());
```

```
// now anotherPtr + ptr are both pointing to the "obj1" object  
shared_ptr<MyClass> anotherPtr = ptr;
```

```
ptr.reset(new MyClass("obj2")); // now ptr switches to pointing to "obj2", but the "obj1"  
                                // object is not deleted as anotherPtr is still holding it
```



make_shared is better:

- 1) only one allocation instead of object and shared_ptr allocations.
- 2) created object is immediately assigned to shared_ptr: no programmer's errors

```
class MyClass {  
public:  
    MyClass(const  
    void methodA()  
};  
void someMethod(MyClass* m);
```

```
shared_ptr<MyClass> ptr = make_shared<MyClass>("obj1");  
// alternatively  
shared_ptr<MyClass> ptr2(new MyClass("obj1bis"));
```

```
ptr->methodA(); (*ptr2):methodA();
```

```
someMethod(ptr.get());
```

```
// now anotherPtr + ptr are both pointing to the "obj1" object  
shared_ptr<MyClass> anotherPtr = ptr;
```

```
ptr.reset(new MyClass("obj2")); // now ptr switches to pointing to "obj2", but the "obj1"  
                                // object is not deleted as anotherPtr is still holding it
```



shared_ptr - example

```
#include <iostream>
#include <memory>

using namespace std;

class Car {
public:
    Car(int eng=500) : engine(eng) {}
    void turnOn() {engineOn=true; cout <<
"Engine on\n";}
    void turnOff() {engineOn=false; cout
<< "Engine off\n";}
    int getEngine() {return engine;}

private:
    int engine;
    bool engineOn {false};
};
```

```
int main(int argc, char *argv[]) {
    std::shared_ptr<Car> p1=make_shared<Car>(1400);
    // you can use also:
    // std::shared_ptr<Car> p1(new Car(1400));
    std::shared_ptr<Car> p2 = p1; // Both now own
                                // the memory.

    // call methods of the shared object
    (*p1).turnOn();
    p2->turnOff();

    // call methods of the smart pointer
    cout << p2.use_count() << endl;

    p1.reset(); //Memory still exists, due to p2.
    cout << "Engine: " << p2->getEngine() << endl;
    p2.reset(); // Deletes the memory, since no one
                // else owns the memory.
}
```



shared_ptr - example

```
#include <iostream>
#include <memory>
```

- Two references to the same object
- Counts the number of references
- Eliminates one of the references

```
int main(int argc, char *argv[]) {
    std::shared_ptr<Car> p1=make_shared<Car>(1400);
    // you can use also:
    // std::shared_ptr<Car> p1(new Car(1400));
    std::shared_ptr<Car> p2 = p1; // Both now own
                                // the memory.

    // call methods of the shared object
    (*p1).turnOn();
    p2->turnOff();

    // call methods of the smart pointer
    cout << p2.use_count() << endl;

    p1.reset(); //Memory still exists, due to p2.
    cout << "Engine: " << p2->getEngine() << endl;
    p2.reset(); // Deletes the memory, since no one
                // else owns the memory.
}
```




shared_ptr - example

```
#include <iostream>
#include <memory>
```

- Two references to the same object
- Counts the number of references
- Eliminates one of the references

```
int main(int argc, char *argv[]) {
    std::shared_ptr<Car> p1=make_shared<Car>(1400);
    // you can use also:
    // std::shared_ptr<Car> p1(new Car(1400));
    std::shared_ptr<Car> p2 = p1; // Both now own
                                // the memory.

    // call methods of the shared object
    (*p1).turnOn();
    p2->turnOff();

    // call methods of the smart pointer
    cout << p2.use_count() << endl;

    p1.reset(); //Memory still exists, due to p2.
    cout << "Engine: " << p2->getEngine() << endl;
    p2.reset(); // Deletes the memory, since no one
```

Remind to use the compiler switches to activate C++11, like `-std=c++11 -stdlib=libc++`



shared_ptr+STL - example

```
#include <iostream>
#include <string>
#include <algorithm>
#include <vector>
#include <memory>

using namespace std;

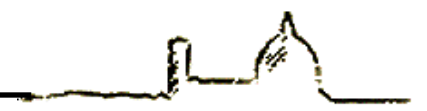
class Song {
public:
    Song(string name, string t) : artist(name), title(t)
    {}
    string artist, title;
};

int main() {
    shared_ptr<Song> p1 = make_shared<Song>("Bob Dylan",
"The Times They Are A Changing");
    shared_ptr<Song> p2 = make_shared<Song>("Aretha
Franklin", "Bridge Over Troubled Water");
    shared_ptr<Song> p3 = make_shared<Song>("Francesco
Guccini", "Il vecchio e il bambino");
    vector<shared_ptr<Song>> v;

    v.push_back(p1);
    v.push_back(p2);
    v.push_back(p3);
```

```
vector<shared_ptr<Song>> v2;
// see slides on lambda functions...
remove_copy_if(v.begin(), v.end(), back_inserter(v2),
[] (shared_ptr<Song> s)
{
    return s->artist.compare("Francesco Guccini")
        == 0;
});

for_each(v2.begin(), v2.end(), [](shared_ptr<Song> s)
{
    cout << s->artist << ": " << s->title << endl;
});
// see slides on lambda functions...
v.pop_back();
cout << p1->artist << ": " << p1.use_count() << endl;
cout << p2->artist << ": " << p2.use_count() << endl;
cout << p3->artist << ": " << p3.use_count() << endl;
}
```



shared_ptr+STL - example

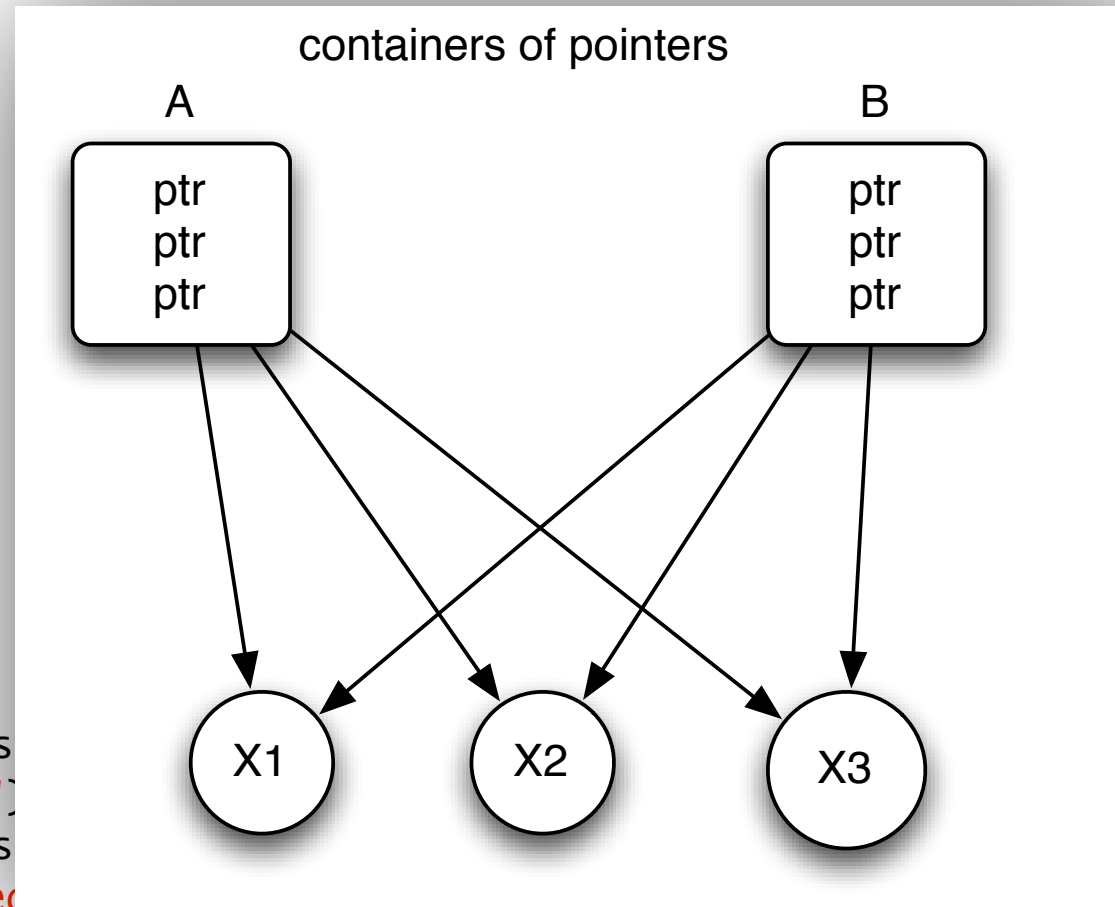
```
#include <iostream>
#include <string>
#include <algorithm>
#include <vector>
#include <memory>
```

```
using namespace std;
```

```
class Song {
public:
    Song(string name, string t)
    {}
    string artist, title;
};
```

```
int main() {
    shared_ptr<Song> p1 = make_shared<Song>("The Times They Are A Changing");
    shared_ptr<Song> p2 = make_shared<Song>("Franklin", "Bridge Over Troubled Water");
    shared_ptr<Song> p3 = make_shared<Song>("Francesco Guccini", "Il vecchio e il bambino");
    vector<shared_ptr<Song>> v;
```

```
    v.push_back(p1);
    v.push_back(p2);
    v.push_back(p3);
```



```
    v2;
    // lambda functions...
    v.begin(), v.end(), back_inserter(v2),
    > s)
    artist.compare("Francesco Guccini")
    = 0;
    n(), v2.end(), [](shared_ptr<Song> s)
    artist << ": " << s->title << endl;
    });
```

```
// see slides on lambda functions...
```

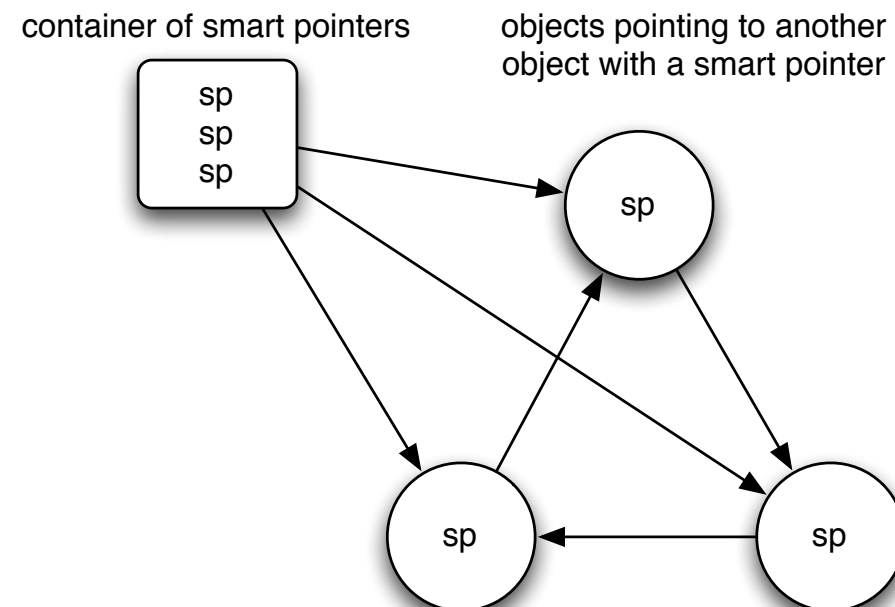
```
v.pop_back();
cout << p1->artist << ": " << p1.use_count() << endl;
cout << p2->artist << ": " << p2.use_count() << endl;
cout << p3->artist << ": " << p3.use_count() << endl;
```

```
}
```



shared_ptr: problems

- A problem with reference-counted smart pointers is that if there is a ring, or cycle, of objects that have smart pointers to each other, they keep each other “alive” - they won't get deleted even if no other objects are pointing to them from "outside" of the ring.



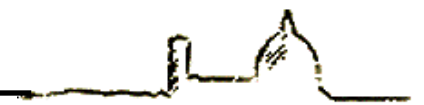


shared_ptr: problems - example

```
class B; // forward declaration
class A {
public:
    A() : m_sptrB(nullptr) { };
    ~A() {
        cout<<" A is destroyed"<<endl;
    }
    shared_ptr<B> m_sptrB;
};
```

```
class B {
public:
    B() : m_sptrA(nullptr) { };
    ~B() {
        cout<<" B is destroyed"<<endl;
    }
    shared_ptr<A> m_sptrA;
};
```

```
void main( ) {
    shared_ptr<B> sptrB( new B );
    shared_ptr<A> sptrA( new A );
    sptrB->m_sptrA = sptrA;
    sptrA->m_sptrB = sptrB;
}
```



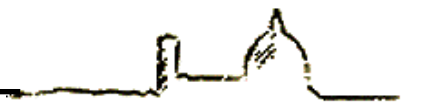
shared_ptr: problems - example

```
class B; // forward declaration
class A {
public:
    A() : m_sptrB(nullptr) { };
    ~A() {
        cout<<" A is destroyed"<<endl;
    }
    shared_ptr<B> m_sptrB;
};

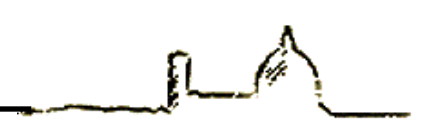
class B {
public:
    B() : m_sptrA(nullptr) { };
    ~B() {
        cout<<" B is destroyed"<<endl;
    }
    shared_ptr<A> m_sptrA;
};
```

	Reference count
shared_ptr sptrB(new B)	1
shared_ptr<A> sptrA(new A)	1
sptrB->m_sptrA = sptrA	Ref count of sptrA -> 2
sptrA->m_sptrB = sptrB	Ref count of sptrB ->2
main ends -> sptrA goes out of scope	Ref count of sptrA ->1
main ends -> sptrB goes out of scope	Ref count of sptrB ->1

```
void main( ) {
    shared_ptr<B> sptrB( new B );
    shared_ptr<A> sptrA( new A );
    sptrB->m_sptrA = sptrA;
    sptrA->m_sptrB = sptrB;
}
```



weak_ptr



weak_ptr: helping shared_ptr

- `std::weak_ptr`: a weak pointer provides sharing semantics and not owning semantics.
- This means a weak pointer can share a resource held by a `shared_ptr`.
 - So to create a weak pointer, somebody should already own the resource which is nothing but a shared pointer.
 - To break up cycles, `weak_ptr` can be used to access the stored object. The stored object will be deleted if the only references to the object are `weak_ptr` references.
- `weak_ptr` therefore does not ensure that the object will continue to exist, but it can ask for the resource.

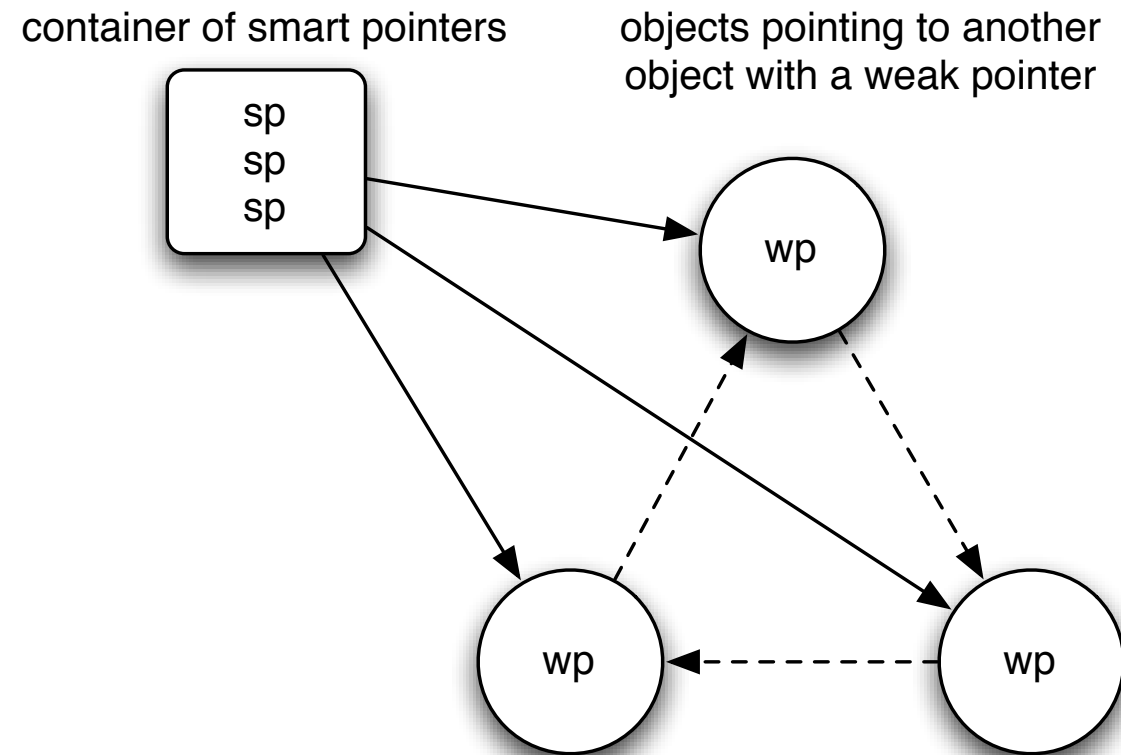


weak_ptr: how to use it

- A weak pointer does not allow normal interfaces supported by a pointer, like calling `*`, `->`. Because it is not the owner of the resource and hence it does not give any chance for the programmer to mishandle it.
- Create a `shared_ptr` out of a `weak_ptr` and use it. This makes sure that the resource won't be destroyed while using it by incrementing the strong reference count.
 - As the reference count is incremented, it is sure that the count will be at least 1 till you complete using the `shared_ptr` created out of the `weak_ptr`. Otherwise what may happen is while using the `weak_ptr`, the resource held by the `shared_ptr` goes out of scope and the memory is released which creates chaos.
- To get a `shared_ptr` from a `weak_ptr` call `lock()` or directly casting the `weak_ptr` to `shared_ptr`.



weak_ptr and shared_ptr



- If the container of smart pointers is emptied, the three objects in the ring will get automatically deleted because no other smart pointers are pointing to them; like raw pointers, the weak pointers don't keep the pointed-to object "alive".
- The cycle problem is solved. But unlike raw pointers, the weak pointers "know" whether the pointed-to object is still there or not and can be interrogated about it, making them much more useful than a simple raw pointer would be.



weak_ptr: example

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

int main() {
    std::shared_ptr<int> p1(new int(5));
    std::weak_ptr<int> wp1 = p1; //p1 owns the memory.

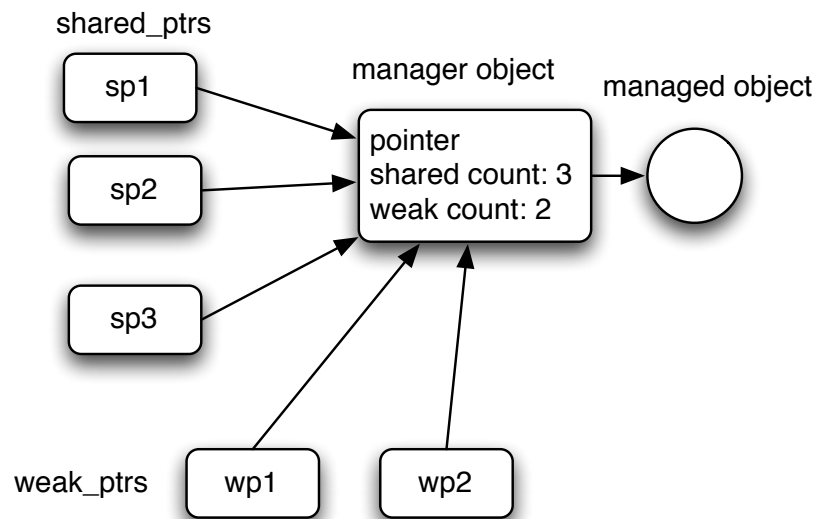
    { // scope of p2
        std::shared_ptr<int> p2 = wp1.lock(); //Now p1 and p2 own the memory.
        if(p2) //Always check to see if the memory still exists
        {
            //Do something with p2
        }
    } //p2 is destroyed. Memory is owned by p1.

    p1.reset(); //Memory is deleted.

    std::shared_ptr<int> p3 = wp1.lock(); //Memory is gone, so we get an empty shared_ptr.
    if(p3)
    {
        //Will not execute this.
    }
}
```



weak_ptr: how it works



shared_ptr creates the manager object that contains a pointer to the managed object
The manager object counts the references to the managed object

- Whenever a shared_ptr is destroyed, or reassigned to point to a different object, the shared_ptr destructor or assignment operator decrements the shared count.
- Similarly, destroying or reassigning a weak_ptr will decrement the weak count.
- When the shared count reaches zero, the shared_ptr destructor deletes the managed object and sets the pointer to 0.
- If the weak count is also zero, then the manager object is deleted also, and nothing remains.
- But if the weak count is greater than zero, the manager object is kept. If the weak count is decremented to zero, and the shared count is also zero, the weak_ptr destructor deletes the manager object.
- Thus the managed object stays around as long as there are shared_ptrs pointing to it, and the manager object stays around as long as there are either shared_ptrs or weak_ptrs referring to it.

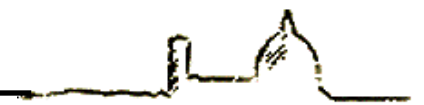


No silver bullet

- You can only use these smart pointers to refer to objects allocated with `new` and that can be deleted with `delete`. No pointing to objects on the function call stack!
- If you want to get the full benefit of smart pointers, your code should avoid using raw pointers to refer to the same objects; otherwise it is too easy to have problems with dangling pointers or double deletions.
 - Leave the raw pointers inside the smart pointers and use only the smart pointers.
- You must ensure that there is only one manager object for each managed object. You do this by writing your code so that when an object is first created, it is immediately given to a `shared_ptr` to manage:

```
void bad( ) {  
    int* p = new int;  
    shared_ptr<int> sptr1( p);  
    shared_ptr<int> sptr2( p );  
}
```

Crashes as soon as `sptr2` goes out of scope...
`p` was destroyed when `sptr1` went out of scope !



No silver bullet

- You can only use these smart pointers to refer to objects allocated with `new` and that can be deleted with `delete`. No pointing to objects on the function call stack!
- If you want to get the full benefit of smart pointers, your code should avoid using raw pointers to refer to the same objects; otherwise it is too easy to have problems with dangling pointers or double deletions.
 - Leave the raw pointers inside the smart pointers and use only the smart pointers.

- You must ensure that there is only one manager object for each managed object. You do this by writing your code so that the raw pointer is only given to a `shared_ptr` to

**Remind: create and assign immediately.
Use `make_shared` for safe coding.**

```
void bad( ) {  
    int* p = new int;  
    shared_ptr<int> sptr1( p );  
    shared_ptr<int> sptr2( p );  
}
```

Crashes as soon as `sptr2` goes out of scope...
`p` was destroyed when `sptr1` went out of scope !

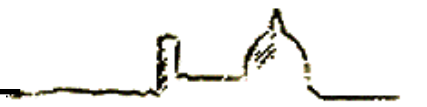


Which smart pointer should we use ?



Some guidelines

- It purely depends upon how you want to own a resource?
 - If shared ownership is needed then go for `shared_ptr`, otherwise `unique_ptr` (i.e. `unique_ptr` is your default choice).
 - If cyclic references are unavoidable in shared ownership, use `weak_ptr` to give one or more of the owners a weak reference to another `shared_ptr`.
-



Boost smart pointers



Boost smart pointers

- The Boost libraries provide a set of alternative smart pointers
- many have been selected for introduction in C++11... use the Boost library if your compiler still does not support C++11 smart pointers
- designed to complement `auto_ptr`



Boost smart pointers

- Four of the Boost smart pointers:
 - `scoped_ptr` defined in `<boost/scoped_ptr.hpp>`
Simple sole ownership of single objects. Non-copyable.
 - `scoped_array` defined in `<boost/scoped_array.hpp>`
Simple sole ownership of arrays. Non-copyable.
 - `shared_ptr` defined in `<boost/shared_ptr.hpp>`
Object ownership shared among multiple pointers. `std::shared_ptr` represents reference counted ownership of a pointer. Each copy of the same `shared_ptr` owns the same pointer. That pointer will only be freed if all instances of the `shared_ptr` in the program are destroyed.
 - `weak_ptr` defined in `<boost/weak_ptr.hpp>`
Non-owning observers of an object owned by `shared_ptr`. It is designed for use with `shared_ptr`.



Boost smart pointers

- Four of the Boost smart pointers:

- `scoped_ptr` defined in `<boost/scoped_ptr.hpp>`
Simple sole ownership of single objects. Non-copyable.

- `scoped_array` defined in `<boost/scoped_array.hpp>`
Simple sole ownership of arrays. Non-copyable.

- `shared_ptr` defined in `<boost/shared_ptr.hpp>`
Object ownership shared among multiple pointers. `std::shared_ptr` represents reference counted ownership of a pointer. Each copy of the same `shared_ptr` owns the same pointer. That pointer will only be freed if all instances of the `shared_ptr` in the program are destroyed.

- `weak_ptr` defined in `<boost/weak_ptr.hpp>`
Non-owning observers of an object owned by `shared_ptr`. It is designed for use with `shared_ptr`.

Similar to `unique_ptr`
(but no transfer of ownership)



Boost smart pointers

- Four of the Boost smart pointers:

- `scoped_ptr` defined in `<boost/scoped_ptr.hpp>`
Simple sole ownership of single objects. Non-copyable.

Similar to `unique_ptr`
(but no transfer of
ownership)

- `scoped_array` defined in `<boost/scoped_array.hpp>`
Simple sole ownership of arrays. Non-copyable.

- `shared_ptr` defined in `<boost/shared_ptr.hpp>`
Object ownership shared among multiple pointers. `std::shared_ptr` represents reference counted ownership of a pointer. Each copy of the same `shared_ptr` owns the same pointer. That pointer will only be freed if all instances of the `shared_ptr` in the program are destroyed.

Included in C++11

- `weak_ptr` defined in `<boost/weak_ptr.hpp>`
Non-owning observers of an object owned by `shared_ptr`. It is designed for use with `shared_ptr`.



auto_ptr

deprecate |'depri,kāt|

verb [with obj.]

1 express disapproval of: (as adj. **deprecating**) : *he sniffed in a deprecating way.*



auto_ptr

- auto_ptr is a pointer-like object (a *smart pointer*) whose destructor automatically calls delete on what it points to
 - it's in the C++ standard library:
`#include <memory>`
 - auto_ptr has been deprecated in C++11:
use Boost or the new C++11 smart pointers
-



auto_ptr: an example

- Reconsider the f() function using auto_ptr:

```
void f() {  
    std::auto_ptr<Vehicle> pV(createVehicle());  
    // use pV as before...  
} /* the magic happens here: automatically  
deletes pV via the destructor of auto_ptr,  
called because it's going out of scope */
```



auto_ptr: another example

- In general here's how to rewrite unsafe code in safe code:

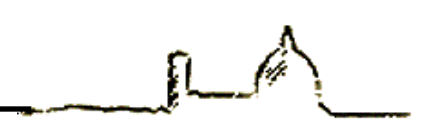
```
// Original code
void f() {
    T* pt( new T );
    /*...more code...*/
    delete pt;
}
```

```
//Safe code, with auto_ptr
void f() {
    auto_ptr<T> pt( new T );
    /*...more code...*/
} /* pt's destructor is called
as it goes out of scope, and
the object is deleted
automatically */
```



auto_ptr characteristics

- Since auto_ptr automatically deletes what it points to when it is destroyed, there should not be two auto_ptr pointing to an object
- or the object may be deleted twice: it's an undefined behaviour, if we are lucky the program just crashes
- To avoid this auto_ptr have a special feature: copying them (e.g. copy constructor or assignment operator) sets them to null and copying pointer assumes the ownership of the



auto_ptr characteristics: example

```
// pV1 points to the created object
std::auto_ptr<Vehicle> pV1(createVehicle());

std::auto_ptr<Vehicle> pV2( pV1 );
/* now pV2 points to the object and pV1 is
null ! */

pV1 = pV2;
/* now pV1 points to the object and pV2 is
null ! */
```



auto_ptr characteristics - cont.

- If the target auto_ptr holds some object, it is freed
 - This copy behaviour means that you can't create an STL container of auto_ptr !
 - Remind: STL containers want objects with normal copy behaviours
 - Modern compilers (with modern STL) issue compile errors
-



auto_ptr characteristics - cont.

- If you do not want to loose ownership use the `const auto_ptr` idiom:

```
const auto_ptr<T> pt1( new T );  
    // making pt1 const guarantees that pt1 can  
    // never be copied to another auto_ptr, and  
    // so is guaranteed to never lose ownership
```

```
auto_ptr<T> pt2( pt1 ); // illegal  
auto_ptr<T> pt3;  
pt3 = pt1;             // illegal  
pt1.release();         // illegal  
pt1.reset( new T );    // illegal
```

- it just allows dereferencing



auto_ptr characteristics - cont.

- auto_ptr use delete in its destructor so do NOT use it with dynamically allocated arrays:

```
std::auto_ptr<std::string>  
aPS(new std::string[10]);
```

- use a vector instead of an array



auto_ptr methods

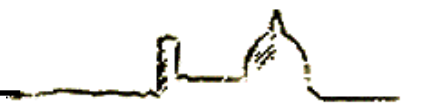
- use `get()` to get a pointer to the object managed by `auto_ptr`, or get 0 if it's pointing to nothing
 - use `release()` to set the `auto_ptr` internal pointer to null pointer (which indicates it points to no object) without destructing the object currently pointed by the `auto_ptr`.
 - use `reset()` to deallocate the object pointed and set a new value (it's like creating a new `auto_ptr`)
-



auto_ptr methods

```
auto_ptr<int> p (new int);  
*p.get() = 100;  
cout << "p points to " << *p.get() << endl;
```

- use `release()` to set the `auto_ptr` internal pointer to null pointer (which indicates it points to no object) without destructing the object currently pointed by the `auto_ptr`.
- use `reset()` to deallocate the object pointed and set a new value (it's like creating a new `auto_ptr`)



auto_ptr methods

```
auto_ptr<int> ap (new int);  
auto_ptr<int> auto_pointer (new int);  
int * manual_pointer;  
*auto_pointer=10;  
manual_pointer = auto_pointer.release();  
cout << "manual_pointer points to " <<  
*manual_pointer << "\n";  
// (auto_pointer is now null-pointer auto_ptr)  
delete manual_pointer;
```

- use reset() to deallocate the object pointed and set a new value (it's like creating a new auto_ptr)



auto_ptr methods

```
auto_ptr<int> p (new int);
```

```
auto_ptr<int> p;  
p.reset (new int);  
*p=5;  
cout << *p << endl;
```

```
p.reset (new int);  
*p=10;  
cout << *p << endl;
```

- use reset() to deallocate the object pointed and set a new value (it's like creating a new auto_ptr)



auto_ptr methods - cont.

- `operator*()` and `operator->()` have been overloaded and return the element pointed by the `auto_ptr` object in order to access one of its members.

```
auto_ptr<Car> c(new Car);  
c->startEngine();  
(*c).getOwner();
```



Scope guard

- Sometime we want to release resources if an exception is thrown, but we do NOT want to release them if no exception is thrown. The “Scope guard” is a variation of

- ```
Foo* createAndInit() {
 Foo* f = new Foo;
 auto_ptr<Foo> p(f);
 init(f); // may throw
 // exception
 p.release();
 return f;
}
```

- ```
int run () {  
    try {  
        Foo *d = createAndInit();  
        return 0;  
    } catch (...) {  
        return 1;  
    }  
}
```



Scope guard

- Sometime we want to release resources if an exception is thrown, but we do NOT want to release them if no exception is thrown. The “Sco

- ```
Foo* createAndInit() {
 Foo* f = new Foo;
 auto_ptr<Foo> p(f);
 init(f); // may throw
 // exception
 p.release();
 return f;
}
```

Use auto\_ptr to guarantee that an exception does not leak the resource.

When we are safe, we release the auto\_ptr and return the pointer.



# unique\_ptr vs. auto\_ptr

- Consider unique\_ptr an improved version of auto\_ptr. It has an almost identical interface:

```
#include <utility>
using namespace std;
unique_ptr<int> up1; //default construction
unique_ptr<int> up2(new int(9)); //initialize with pointer
*up2 = 23; //dereference
up2.reset(); //reset
```

- The main difference between auto\_ptr and unique\_ptr is visible in move operations. While auto\_ptr sometimes disguises move operations as copy-operations, unique\_ptr will not let you use copy semantics when you're actually moving an lvalue unique\_ptr:
- ```
auto_ptr<int> ap1(new int);
auto_ptr<int> ap2=ap1; // OK but unsafe: move
                      // operation in disguise

unique_ptr<int> up1(new int);
unique_ptr<int> up2=up1; // compilation error: private
                      // copy ctor inaccessible
```

Instead, you must call move() when moving operation from an lvalue:

```
unique_ptr<int> up2 = std::move(up1); //OK
```



Credits

- These slides are based on the material of:
 - Scott Meyers, “Effective C++”, 3rd ed.
 - Wikipedia
 - Herb Sutter, “Exceptional C++”
 - David Kieras, University of Michigan