

@ C++ Ocw

Dongseo University
Division of Digital Contents.

constructor.

destructor.

friend function / friend class
copy constructor

[move constructor]

dynamic memory allocation

overloading

inheritance.

overriding.

C++ type casting.

namespace.

@ Constructor and Destructor

(2017.5.22, Mon)

new operator

new expression { ① new operator
② constructor

dynamic memory allocation

new arguments

implicit constructor call

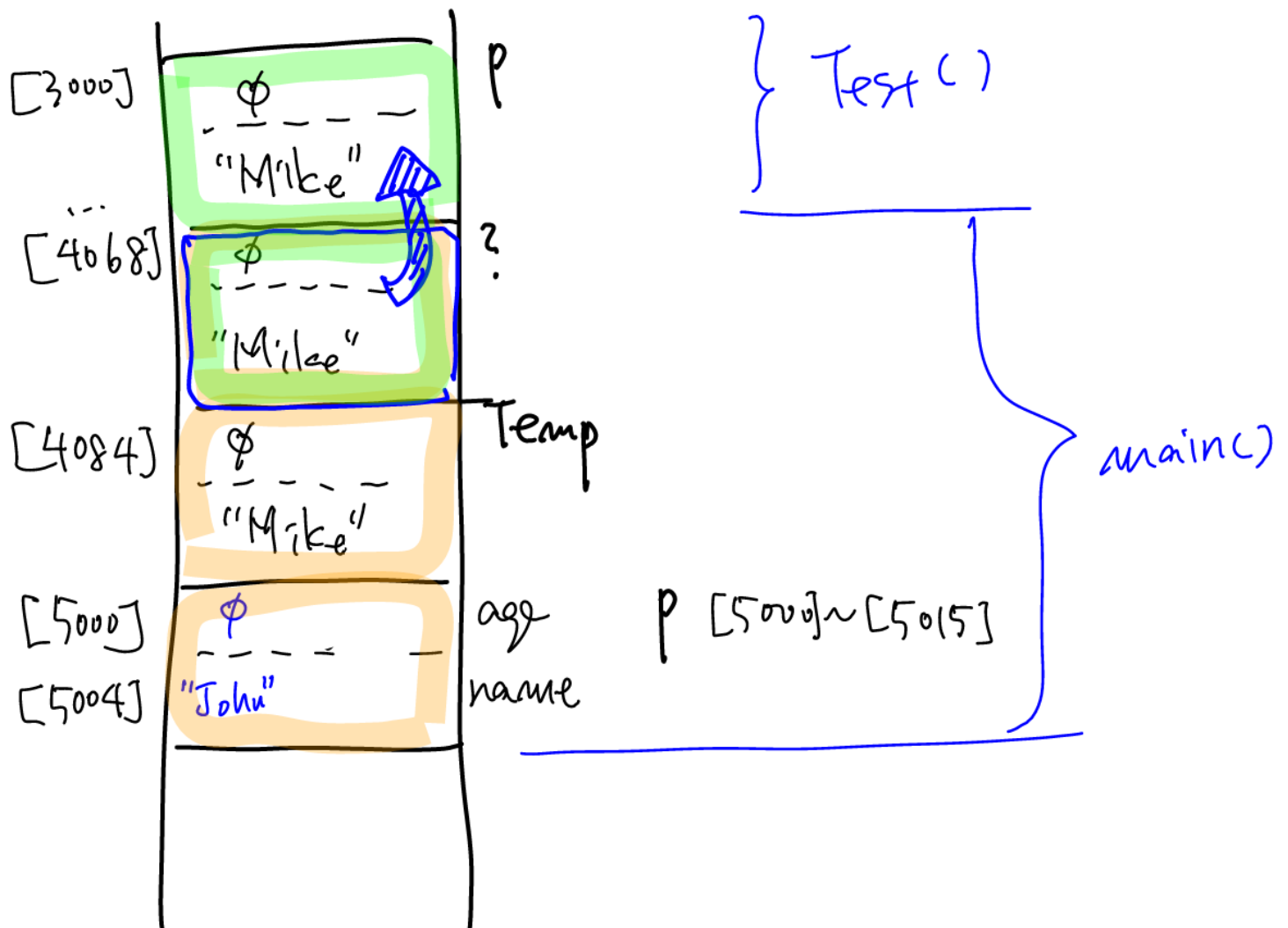
explicit constructor call

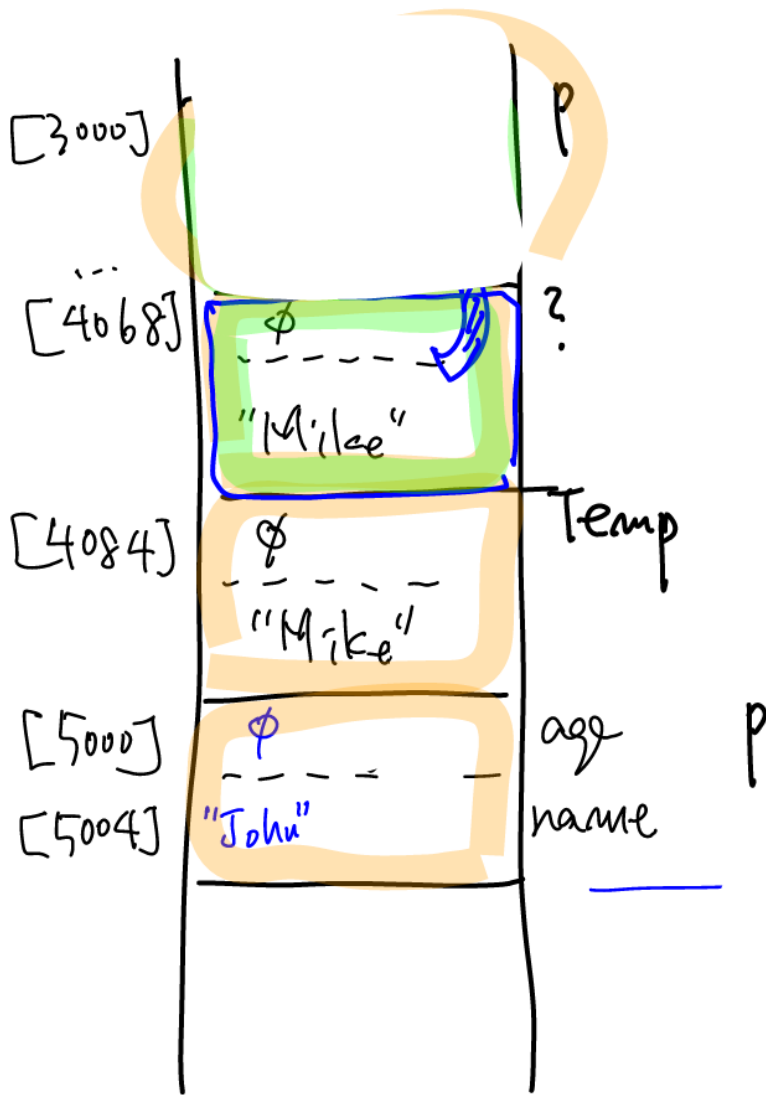
overloading

copy constructor

inheritance.

constructor call sequence in inheritance.
virtual destructor in inheritance.
new operator overloading.





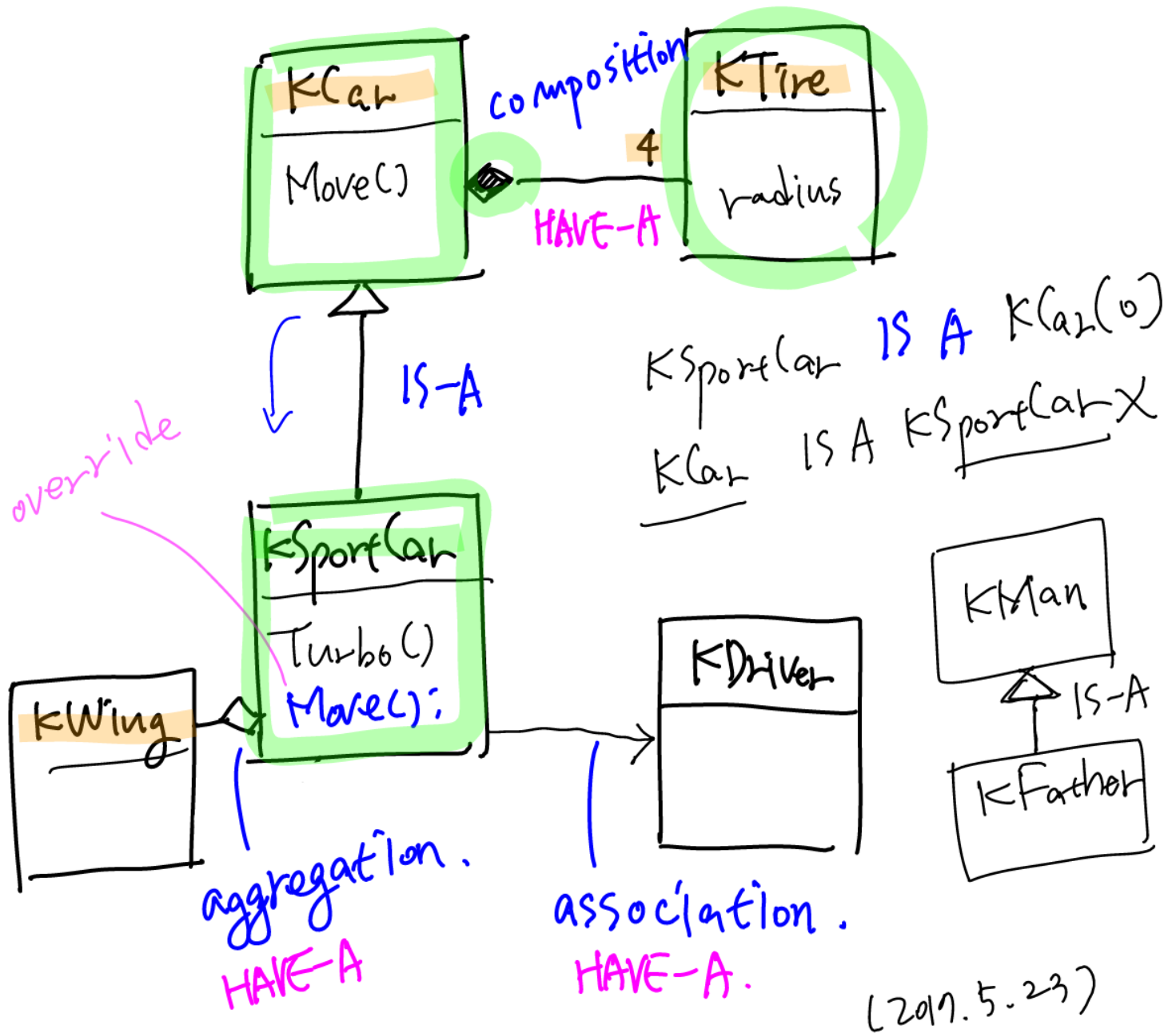
(2017.5.23)

@ Inheritance.

access modifier

Inheritance.

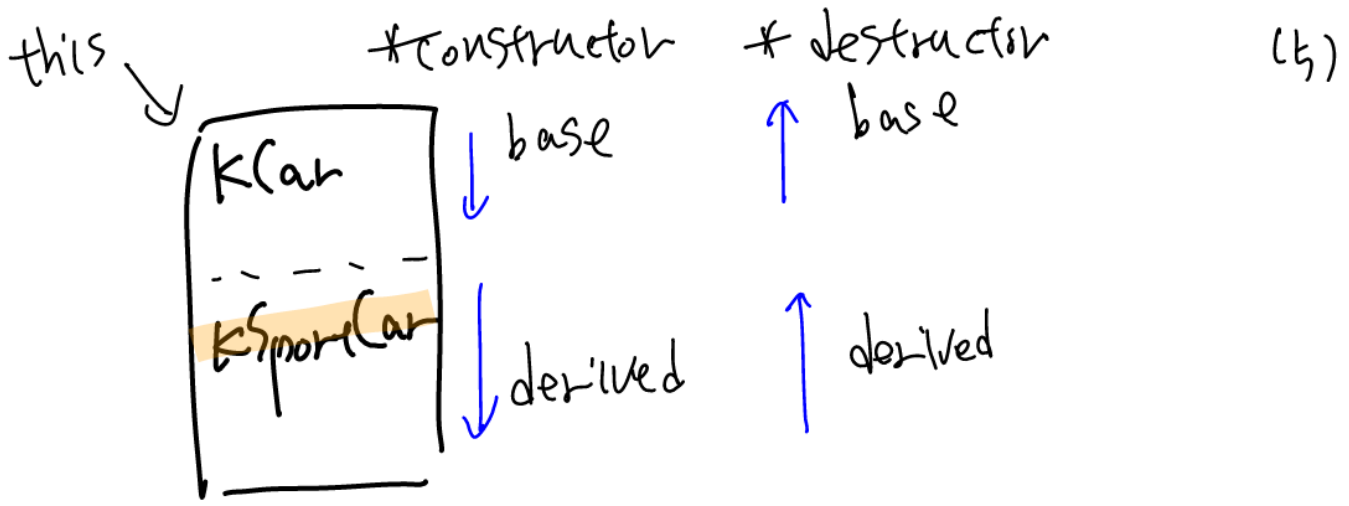
* composition, aggregation, association (4)



* Overriding

* Constructor call sequence.

[* Virtual]



@ reference. (2017.5.24)

const
call by reference
return reference
reference member
const TYPE &

@ namespace.

(no contents)

@ C++ type casting

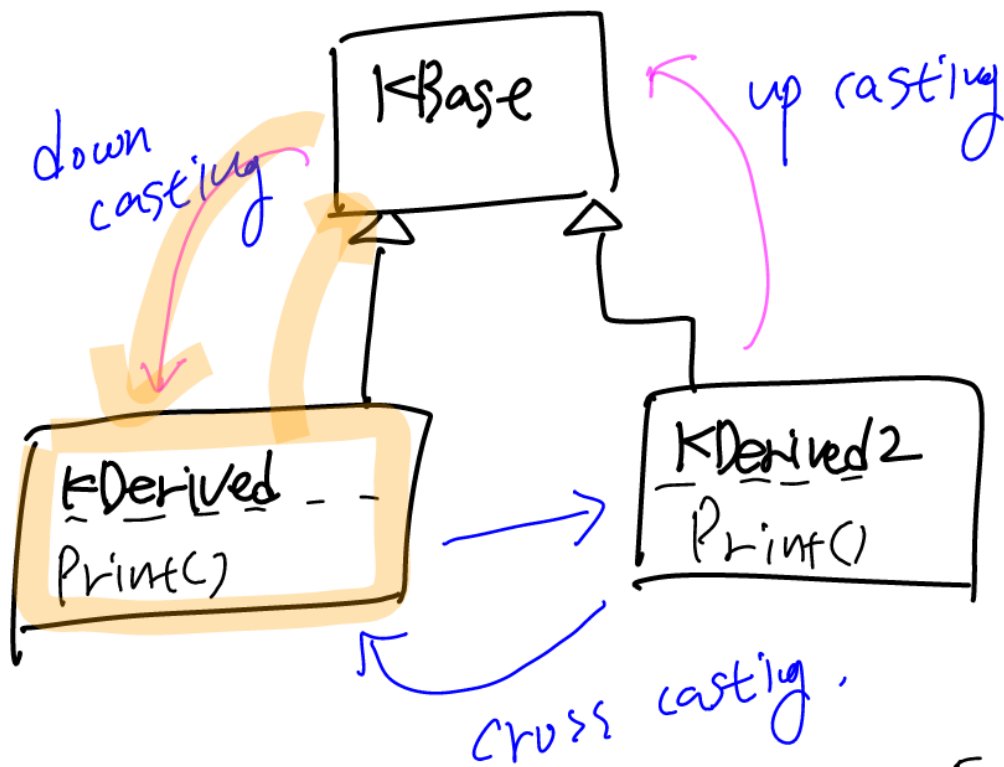
(b)

static_cast<T>()

dynamic_cast<T>()

const_cast<T>()

reinterpret_cast<T>()



(2017.5.24)

@ C++ Understanding , more topics

decltype

std::tuple

RAII

Incomplete type.

(2017.6.13)

trailing return type

@std::tuple

MakeSeq<3>
n

→ seq<0,1,2> type;
→ <0,1,...,n-1>

MakeSeq<2>::type = seq<0,1>

make_seq<2>: make_seq<1,1>
: make_seq<0,0,1>
: make_seq<0,0,1>
s...

{
typedef seq<0,1> type;

}

<0,1,2, float, int, long>

```
foo-helper < seq < 0, 1 >, float, int >  
: foo-storage < 0, float > → data  
: foo-storage < 1, int > → data  
{  
};
```

(2019. 6. 14)