

CH08-320143

# Programming in C++ II

C++ II

## Lecture 5 & 6

Dr. Kinga Lipskoch

Spring 2019

## Agenda Week 3

- ▶ An Application: Blackjack
- ▶ Debugging Techniques: gdb, preprocessor, trace macros, trace files
- ▶ Memory Leaks
- ▶ Unit Testing
- ▶ Recap from “Programming in C II”: Makefiles

## Putting it All Together (1)

A game - Blackjack:

- ▶ Each player tries to get 21 points
- ▶ Numbered cards: face value
- ▶ Ace counts 1 or 11 points
- ▶ Jack, queen, king count 10 points
- ▶ Casino (or house) plays against players
- ▶ Each player (incl. casino) receives two cards
- ▶ One of the casino cards is hidden
- ▶ Each player may take additional cards

## Putting it All Together (2)

A game - Blackjack:

- ▶ If player exceeds 21 points, player is busted
- ▶ After all players have taken cards, casino reveals the hidden card and will take additional cards as long as the total is 16 or less
- ▶ If casino busts, all players still in the game (not busted) win
- ▶  $\text{player} > \text{casino}$ : player wins
- ▶  $\text{player} < \text{casino}$ : player loses
- ▶  $\text{player} == \text{casino}$ : tie (a.k.a. pushing)

## Classes of the Application

Class	Base class	Description
Card		Playing card
Hand		A hand, collection of cards
Deck	Hand	A deck, similar to Hand, but can be shuffled or dealt
Generic Player	Hand	Generic Blackjack Player
Player	Generic Player	Human Player
House	Generic Player	Computer Player, Casino
Game		The game

## Card class

- ▶ Card objects like real-life cards
- ▶ Hand has a vector of pointers to Cards
- ▶ Cards move from one Hand to another

# Player class

- ▶ Player
- ▶ Blackjack hands with names
- ▶ Player and House are derived from Hand via Generic Player
- ▶ Generic Player contains the shared functionalities of Player and House

## Deck class

- ▶ Derived from `Hand`
- ▶ Deals card to players (either `Player` or `House`)
- ▶ Can be implemented by polymorphic function



# The Game

- ▶ Deal players and the casino (house) two cards
- ▶ Hide the house's first card
- ▶ Display players' cards and house's other card
- ▶ Deal additional cards to players
- ▶ Reveal house's first card
- ▶ Deal additional cards to house
- ▶ Determine the winner
- ▶ `blackjack.cpp`

# Debugging Programs with gdb

- ▶ gdb is a powerful text-based interactive debugger
  - ▶ Runs a program
  - ▶ Stops at predetermined location
  - ▶ Displays / sets variables
  - ▶ Or executes one line at a time
- ▶ GUI (Graphical User Interface) wrapper for gdb: Affinic, Code::Blocks, Codelite, DDD, etc.

## Debugging with gdb (1)

```
1  #include <iostream>
2  using namespace std;
3
4  int main (void) {
5      const int data[5] = {1, 2, 3, 4, 5};
6      int i, sum;
7
8      for (i = 0; i <= 4; i++) {
9          sum += data[i];
10     }
11
12     cout << "sum = " << sum << endl;
13     return 0;
14 }
```

## Debugging with gdb (2)

- ▶ `$> g++ -g -o sum sum.cpp`
- ▶ `$> gdb sum`
- ▶ `(gdb) run`
  - ▶ program received `EXC_BAD_ACCESS` in line `xy`
  - ▶ now you can see what went wrong
- ▶ `(gdb) list 9 // to see listing`
- ▶ `(gdb) print sum // to see content of var sum`
- ▶ `(gdb) print i // to see content of var i`

## Debugging with gdb (3)

- ▶ (gdb) print data
  - ▶ \$3 = 1, 2, 3, 4, 5
- ▶ (gdb) print data[0]
  - ▶ \$4 = 1
- ▶ (gdb) quit
  - ▶ program is running, exit anyway (y/n) y

## Debugging with gdb (4)

- ▶ (gdb) set var i=5
- ▶ (gdb) print i
- ▶ (gdb) set var i = i \* 2
- ▶ (gdb) print i
- ▶ (gdb) set var i = \$10+20
- ▶ (gdb) print i
- ▶ (gdb) print main::i
- ▶ (gdb) set var i = 35
- ▶ (gdb) p /x i // short command
- ▶ (gdb) list foo

## Debugging with gdb Using Breakpoints

- ▶ (gdb) `break 12` // add breakpoint at line 12
- ▶ (gdb) `break main`
- ▶ (gdb) `break mod2.cpp:foo`
- ▶ (gdb) `continue`
- ▶ (gdb) `c` // short command for continue
- ▶ (gdb) `info break` // show information about breakpoints
- ▶ (gdb) `clear 12` // delete breakpoint
- ▶ (gdb) `clear main`
- ▶ (gdb) `next` // executes the functions as an entire unit
- ▶ (gdb) `step` // enters + executes functions line by line

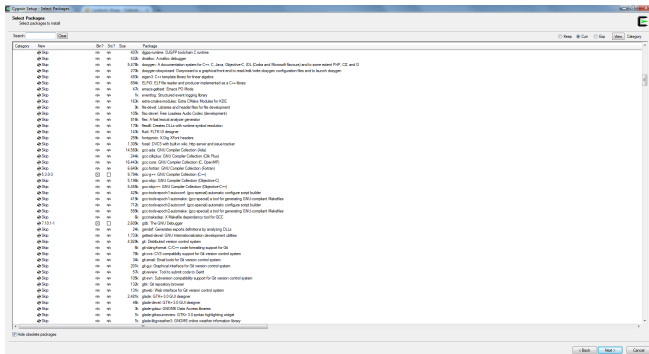
# Debugging with gdb Use help

- ▶ (gdb) help all
- ▶ (gdb) help <command-class>
- ▶ (gdb) help <command>



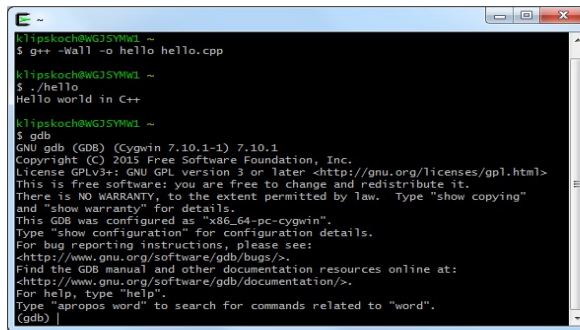
# Install Cygwin on Windows (1)

- ▶ Go to <https://cygwin.com/install.html>, download setup-x86\_64.exe and install it
- ▶ During installation add gcc-g++, gdb and make listed under Devel



## Install Cygwin on Windows (2)

- ▶ Once installed under `C:/cygwin64` you will have a Unix-like environment
- ▶ You can use it to compile and debug your code using `g++` and `gdb`



```
klipskoch@WGJSYMW1 ~  
$ g++ -Wall -o hello hello.cpp  
  
klipskoch@WGJSYMW1 ~  
$ ./hello  
Hello world in C++  
  
klipskoch@WGJSYMW1 ~  
$ gdb  
GNU gdb (GDB) (Cygwin 7.10.1-1) 7.10.1  
Copyright (C) 2015 Free Software Foundation, Inc.  
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>  
This is free software: you are free to change and redistribute it.  
There is NO WARRANTY, to the extent permitted by law. Type "show copying"  
and "show warranty" for details.  
This GDB was configured as "x86_64-pc-cygwin".  
Type "show configuration" for configuration details.  
For bug reporting instructions, please see:  
<http://www.gnu.org/software/gdb/bugs/>.  
Find the GDB manual and other documentation resources online at:  
<http://www.gnu.org/software/gdb/documentation/>.  
For help, type "help".  
Type "apropos word" to search for commands related to "word".  
(gdb) |
```

## Conditional Compilation: Debugging with the Preprocessor

```
1 #include <iostream>
2 #define DEBUG
3 using namespace std;
4 int triple_add(int i, int j, int k) {
5     return i + j + k;
6 }
7 int main() {
8     int i, j, k;
9     cin >> i >> j >> k;
10 #ifdef DEBUG
11     cerr << "i = " << i << endl << "j = " << j <<
12         endl << "k = " << endl;
13 #endif
14     cout << triple_add(i, j, k) << endl;
15     return 0;
16 }
```

## Conditional Compilation: Using the Command Line

- ▶ You can control from command line whether your program should output debugging messages or not
- ▶ `g++ -DDEBUG debug_pre.cpp`
- ▶ Compiles the file and also defines the preprocessor variable `DEBUG` for you

## Trace Macros (1)

- ▶ Sometimes it's useful to print the code of each statement as it is executed, either to cout or to trace a file
- ▶ `#define TRACE(ARG) cout << #ARG << endl; ARG`
- ▶ Now you can go through and surround the statements you want to trace with this macro
- ▶ Apply TRACE() on the following:

```
1 for(int i=0; i<100; i++)  
2     cout << i << endl;
```

expands into something which is not exactly what was originally meant

- ▶ `tracemacro1.cpp`
- ▶ Thus, use this technique carefully

## Trace Macros (2)

- ▶ The following variation of the TRACE() macro can be used:  
`#define D(a) cout << #a "=[" << a << "]" << endl;`
- ▶ D(expr) displays the expression followed by its value (assuming there is an overloaded << operator for the result type)
- ▶ `tracemacro2.cpp`
- ▶ These trace macros represent the two most fundamental things you do with a debugger: trace and display values
- ▶ Good debuggers are excellent for productivity, but sometimes they are not available or not convenient to use
- ▶ These techniques always work regardless of the situation

# Trace File

- ▶ The following code creates a trace file and sends all the output that would normally go to `cout` into that file
- ▶ Use `#define TRACEON` and include the header file
- ▶ `trace.h`
- ▶ `tracetest.cpp`
- ▶ All `cout` statements in the program are now sent to the trace file

# Memory Leaks

- ▶ A memory leak is a type of resource leak that occurs when a computer program incorrectly manages memory allocations in such a way that memory which is no longer needed is not released
- ▶ In OOP, a memory leak may happen when an object is stored in memory but cannot be accessed by the running code
- ▶ Example:

```
1 void memLeak() {  
2     int *data = new int;  
3     *data = 15;  
4 }
```



## Finding Memory Leaks

- ▶ Common problems with memory allocation include mistakenly calling `delete`, calling `delete` more than once, forgetting to delete a pointer
- ▶ To use the memory checking system, you need to include the header file `MemCheck.h`, link the object file `MemCheck.o` into your application to intercept all the calls to `new` and `delete`, and call the macro `MEM_ON()` to initiate memory tracing
- ▶ `MemCheck.h`
- ▶ `MemCheck.cpp`
- ▶ `MemTest.cpp`

## Tools for Finding Memory Leaks

- ▶ **cppcheck** – open source, static analyzer  
<http://cppcheck.sourceforge.net/>
- ▶ **Valgrind** – open source, Linux, Mac OS, Android, runtime analyzer  
<http://valgrind.org/>
- ▶ **Visual Leak Detector** – open source, Windows  
<https://vld.codeplex.com/>
- ▶ **MTuner** – commercial  
<http://mtuner.net/>
- ▶ **Splint** – open source, any platform  
<http://splint.org/>
- ▶ ...

## Unit Testing: Definition

- ▶ Unit testing is a software testing method by which individual units of source code, sets of one or more computer program modules together with associated control data, usage procedures, and operating procedures, are tested to determine whether they are fit for use <sup>1</sup>
- ▶ Intuitively, one can view a unit as the smallest testable part of an application
- ▶ In procedural programming, a unit could be an entire module, but it is more commonly an individual function or procedure
- ▶ In object-oriented programming, a unit is often an entire interface, such as a class, but could be an individual method

---

<sup>1</sup>Kolawa, Adam; Huizinga, Dorota (2007). Automated Defect Prevention: Best Practices in Software Management. Wiley-IEEE Computer Society Press.

# Simple Unit Testing

- ▶ Writing software is all about meeting requirements
- ▶ It is difficult to articulate software requirements without sampling an evolving, working system
- ▶ **Solution:** specify a little, design a little, code a little, and test a little; Then after evaluation the outcome, do it all over again; This is called **iterative** development
- ▶ Testing + programming is faster than just programming
- ▶ If your code passes all your tests, you know that if the system is not working, your code is probably not the problem

# Automated Testing

- ▶ Often developers use some well-behaved input to produce some expected output, which they inspect visually
- ▶ Two problems:
  - ▶ Programs do not always receive only well-behaved input
  - ▶ Inspecting the output visually is tedious and error prone
- ▶ Better approach: first think like a **tester and write tests**, and then think like a **developer and write your code**
- ▶ Concretely, formulate tests as collections of **boolean expressions** and have a test program report any failures

## Simple Example with a Date class

- ▶ A date can be initialized with a string (YYYYMMDD) or nothing (meaning today's date)
- ▶ A Date object can yield its year, month, and day or a string of the form "YYYYMMDD"
- ▶ All relational comparisons should be available, as well as computing the duration between two days (in years, months, and days)
- ▶ `Date1.h`
- ▶ `Date1.cpp`
- ▶ `SimpleDateTest.cpp`

## More Tests for Date

- ▶ One can proceed with the implementation of the Date class iteratively until all the requirements are met
- ▶ By writing the tests first, one is more likely to think of corner cases that may break your implementation
- ▶ `Date2.h`
- ▶ `Date2.cpp`
- ▶ `SimpleDateTest2.cpp`

## Tests with Exceptions for Date

- ▶ You can throw specific exceptions in case of invalid input, usage or invalid operations
- ▶ The global variables can be incremented depending if an exception is thrown or not
- ▶ `Date3.h`
- ▶ `Date3.cpp`
- ▶ `SimpleDateTest3.cpp`



# Classify Tests Using a Makefile

- ▶ `Date3.h`
- ▶ `Date3.cpp`
- ▶ `TestOperators.cpp`
- ▶ `TestFunctions.cpp`
- ▶ `TestDuration.cpp`
- ▶ `TestExceptions.cpp`
- ▶ `Doxyfile`
- ▶ `Makefile.txt`
- ▶ `make -f Makefile.txt test-all`
- ▶ `make -f Makefile.txt run-testoperators`
- ▶ `...`
- ▶ `make -f Makefile.txt run-test-all`
- ▶ `make -f Makefile.txt clear`

# Unit Test Tools

- ▶ API Sanity Checker  
<http://lvc.github.io/api-sanity-checker/>
- ▶ Cantata++ - commercial  
<http://www.qa-systems.com/cantata.html>
- ▶ CppUnit  
<https://freedesktop.org/wiki/Software/cppunit/>
- ▶ Google Test  
<https://github.com/google/googletest/>
- ▶ Parasoft C/C++test - commercial  
<https://www.parasoft.com/product/cpptest/>
- ▶ ...

# Makefile (1)

- ▶ A makefile has the name "Makefile"
- ▶ Makefile contains following sections:
  - ▶ Comments
  - ▶ Macros
  - ▶ Explicit rules
  - ▶ Default rules

## Makefile (2)

- ▶ Comments
  - ▶ Any line that starts with a `#` is a comment
- ▶ Macro format
  - ▶ `name = data`
  - ▶ `Ex: OBJ=linked_list.o use_linked_list.o`
  - ▶ Can be referred to as `$(OBJ)` from now on

## Makefile (3)

### Explicit rules

- ▶ `target:source1 [source2] [source3]`  
    `command1`  
    `[command2]`  
    `[command3]`
- ▶ `target` is the name of file to create
- ▶ File is created from `source1` (and `source2`, ...)
- ▶ `use_linked_list: use_linked_list.o linked_list.o`  
    `g++ -o use_linked_list`  
    `use_linked_list.o linked_list.o`

## Makefile (4)

### Explicit rules

- ▶ target:

command

Commands are unconditionally executed each time make is run

- ▶ Commands may be omitted, **built-in rules** are used then to determine what to do

```
use_linked_list.o: linked_list.h use_linked_list.cpp
```

- ▶ Create use\_linked\_list.o from linked\_list.h and use\_linked\_list.cpp using standard suffix rule for getting to use\_linked\_list.o from linked\_list.cpp

- ▶ `$(CC) $(CFLAGS) -c file.cpp`

## Example Makefile

```
1 CC = g++
2 CFLAGS = -Wall
3
4 OBJ = linked_list.o use_linked_list.o
5
6 all: use_linked_list
7
8 use_linked_list: $(OBJ)
9                 $(CC) $(CFLAGS) -o use_linked_list $(OBJ)
10
11 use_linked_list.o: linked_list.h use_linked_list.cpp
12
13 linked_list.o: linked_list.h linked_list.cpp
14
15 clean:
16     rm -f use_linked_list *.o
```

## Final Exam: Details

- ▶ Saturday, the 27<sup>th</sup> of April, 2019, 10:00 - 12:00  
in East Wing and Conference Hall, IRC
- ▶ Programming exercises to be solved on paper
  - ▶ You have two hours to solve exercises
  - ▶ Similar to the programming assignments
- ▶ You may not use books or other documentation while taking the exam
- ▶ You may not use mobile phones, calculators or any other electronic devices
- ▶ TAs will give a tutorial before the exam